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MPLS ADVANCED CONCEPTS AND DEVELOPMENTS IN MPLS

SESSION TECMPL123

Today’s Agenda

- **Recap**

  Multi-Protocol Label Switching (MPLS) Review

- **MPLS Aware Services**

  Virtual Routing Forwarding (VRF) Aware IP Services

- **Network Integration with MPLS**

  Advanced L3 VPN Services Models and Mechanisms

  Advanced Traffic Engineering (TE) Applications

  MPLS High Availability

- **MPLS and Layer 1**

  Generalized MPLS and Optical User Network Interface (OUNI)

- **MPLS Deployment Experience**

MPLS REVIEW

Agenda

- MPLS Basics
- MPLS L3 VPNs
- MPLS TE
- AToM

MPLS Basics

- MPLS fundamentals
- MPLS components
- MPLS operation

MPLS Fundamentals

- Based on the label-swapping and forwarding paradigm
- As a packet enters an MPLS network, it is assigned a label based on its Forwarding Equivalence Class (FEC) as determined at the edge of the MPLS network
- FECs are groups of packets forwarded over the same Label Switched Path (LSP)
- Need a mechanism that will create and distribute labels to establish LSP paths
- Separated into two planes:

  Control Plane—responsible for maintaining correct label tables among Label Switching Routers

  Forwarding Plane—uses label carried by packet and label table maintained by LSR to forward the packet

MPLS Components

- **Label Distribution Protocol (LDP)**
- **Label Switching Paths (LSP)**
- **Label Switching Routers (LSR)**
- **Edge label switching routers (ELSR)**
- **MPLS labels and label stacking**

Label Distribution Protocol

- Defined in RFC 3036 and 3037
- Used to distribute labels in an MPLS network
- Forwarding Equivalence Class (FEC)

  How packets are mapped to LSPs (Label Switched Paths)
- Advertise labels per FEC

  Reach destination a.b.c.d with label x
- Neighbor discovery

  Basic and extended discovery

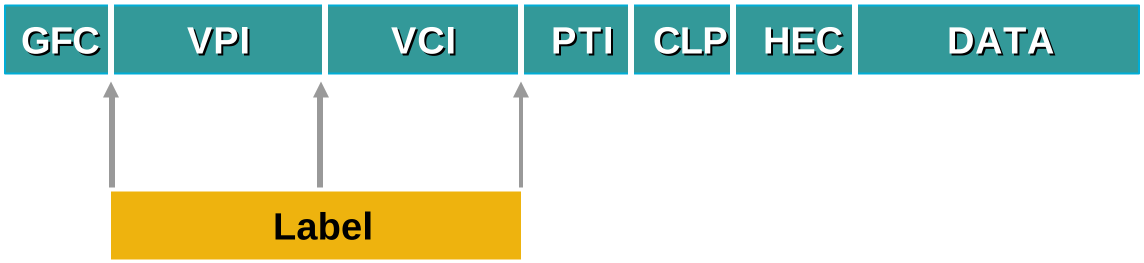
Label Header for Packet Media

```
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 2 3 4 5 6 7 8 9 0 1
```

Label	COS	S	TTL

Label = 20 Bits COS = Class of Service, 3 Bits S = Bottom of Stack, 1 Bit
TTL = Time to Live, 8 Bits

ATM Cell Header



PPP Header
(Packet over SONET/SDH)

PPP Header	Label Header	Layer 3 Header

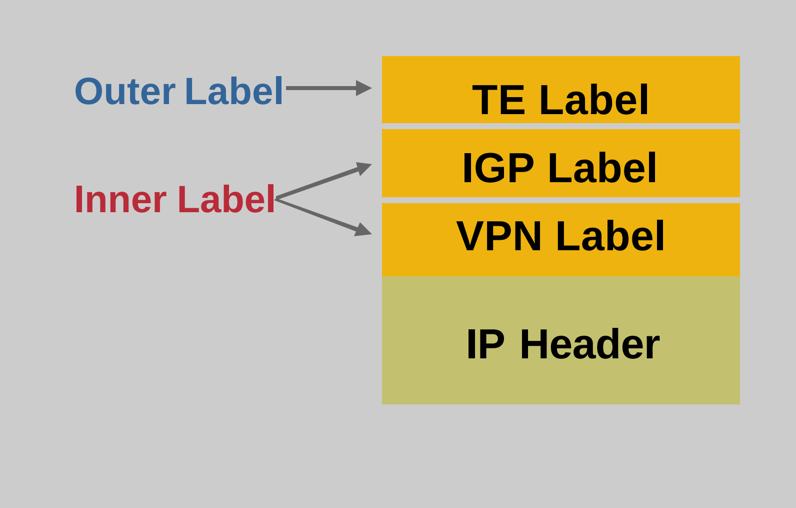
LAN MAC Label Header

MAC Header	Label Header	Layer 3 Header

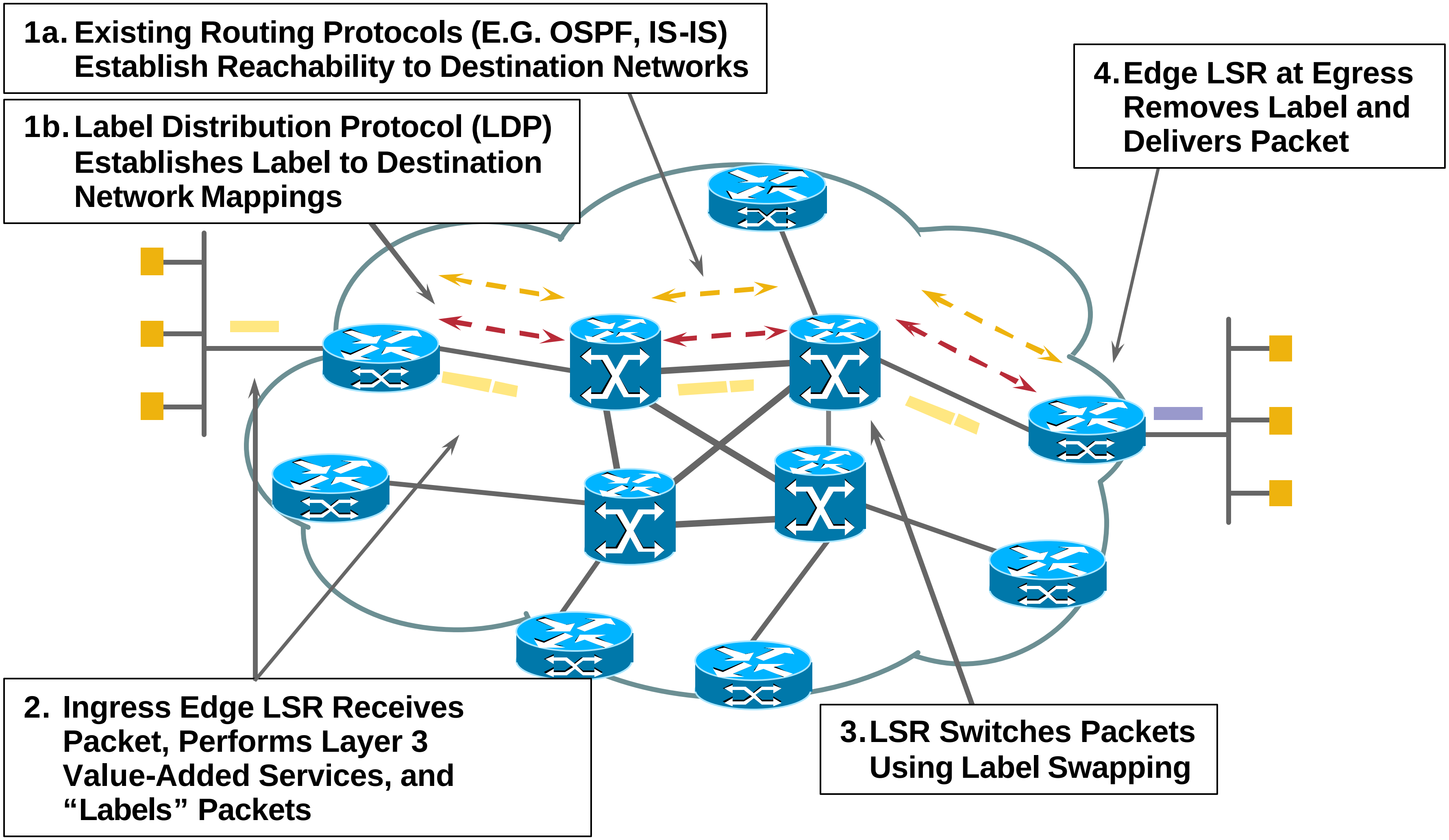
Label Stacking

Labels are arranged in a stack to support multiple services:

- MPLS VPNs: basic and InterProvider services
    - Any transport over MPLS
    - TE and fast reroute
    - VPNs over traffic engineered core
- Inner labels are used to designate services, FECs, etc.
- Outer label is used to switch the packets in MPLS core



MPLS Operation



1a. Existing Routing Protocols (E.G. OSPF, IS-IS) Establish Reachability to Destination Networks

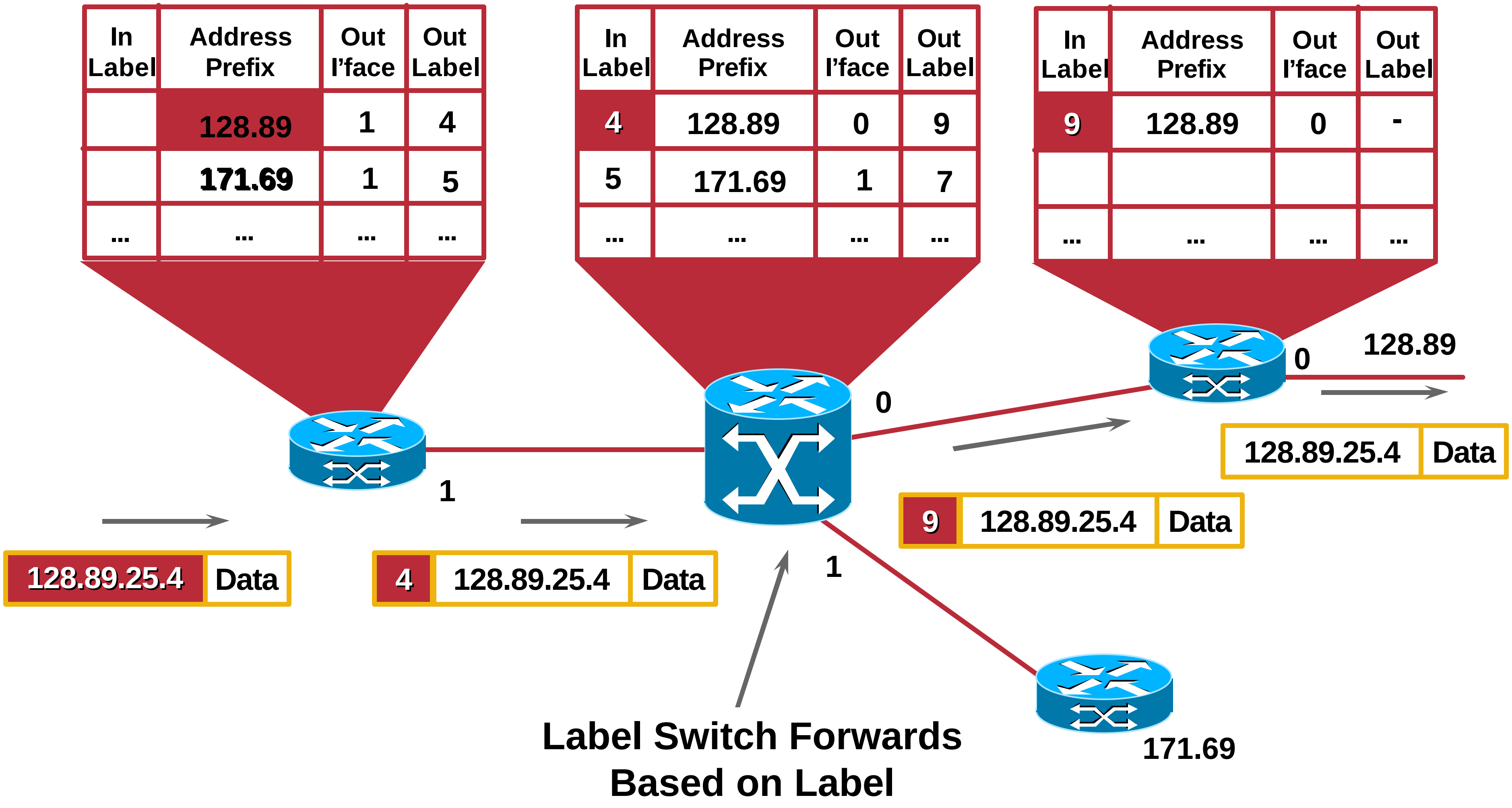
1b. Label Distribution Protocol (LDP) Establishes Label to Destination Network Mappings

4. Edge LSR at Egress Removes Label and Delivers Packet

2. Ingress Edge LSR Receives Packet, Performs Layer 3 Value-Added Services, and “Labels” Packets

3. LSR Switches Packets Using Label Swapping

MPLS Packet Switching



In Label	Address Prefix	Out I'face	Out Label
	128.89	1	4
	171.69	1	5
...	...	...	...

In Label	Address Prefix	Out I'face	Out Label
4	128.89	0	9
5	171.69	1	7
...	...	...	...

In Label	Address Prefix	Out I'face	Out Label
9	128.89	0	-
...	...	...	...

Label Switch Forwards Based on Label

Agenda

- MPLS Basics
- MPLS L3 VPNs
- MPLS TE
- AToM

MPLS L3 VPN Components

- Control plane components
  - Virtual Routing Forwarding (VRF) name
  - Route Target (RT)
  - Route Distinguisher (RD)
  - VRF table
  - MP-BGP
- Forwarding plane components
  - VPN label
  - Routing Information Base (RIB)
  - Forwarding Information Base (FIB)
  - Label Forwarding Information Base (LFIB)

Route Distinguisher

- Purely to make a route unique

  Ex: differentiate 10.0.0.0/8 in VPN-A from 10.0.0.0/8 in VPN-B

  Makes IPv4 route a VPNv4 routes: VPNv4=RD:IPv4

  Unique route is now RD:IPaddr (96 bits) plus a mask on the IPAddr portion

  So route reflectors make a bestpath decision on something other than 32-bit network + 32-bit mask

- 64-bit quantity
- Configured as ASN:YY or IPADDR:YY

  Almost everyone uses Autonomous System Number (ASN)

Route Target

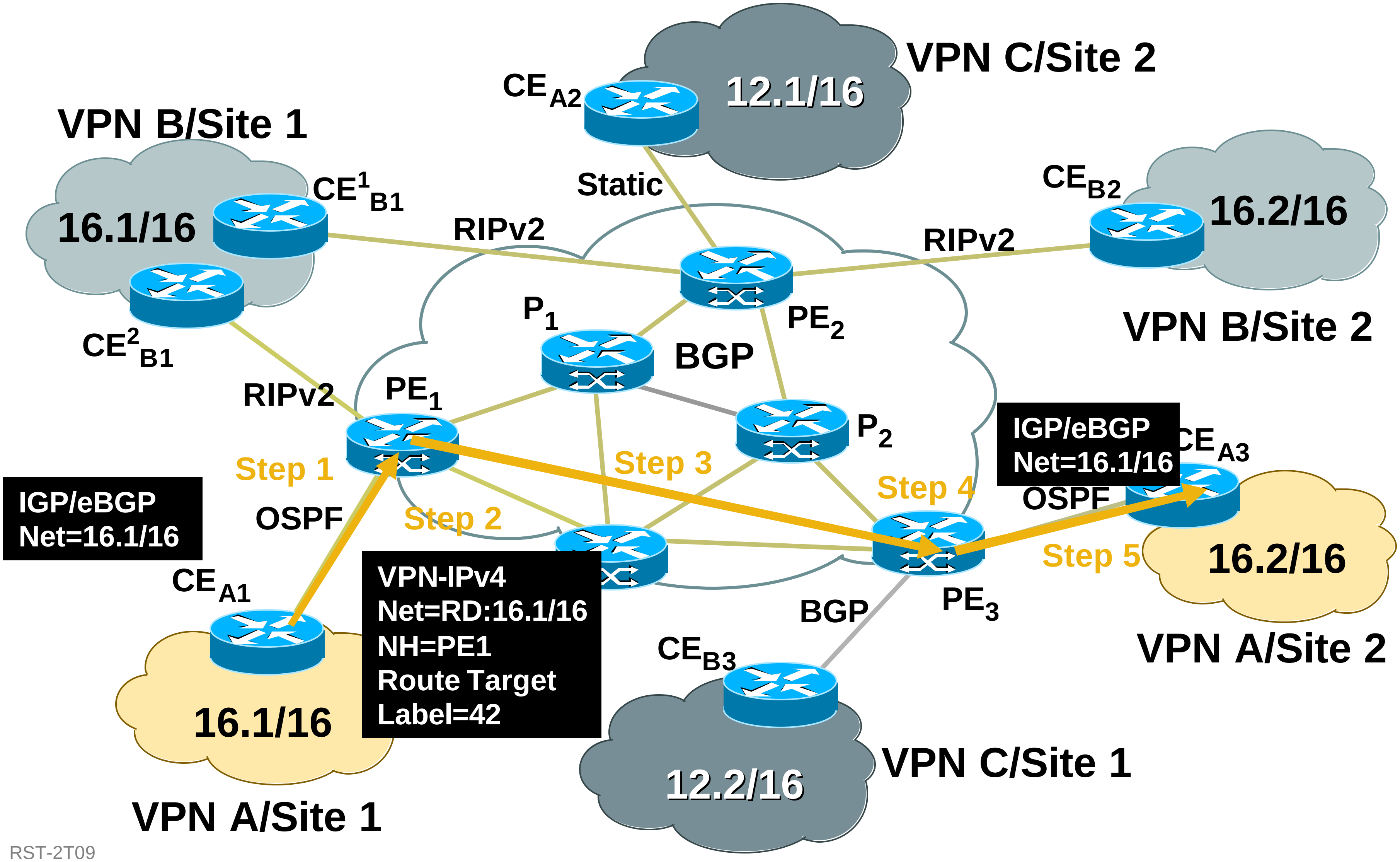
- To control policy about who sees what routes
- Each VRF ‘imports’ and ‘exports’ one or more RTs:
  - Exported RTs are carried in VPNv4 BGP
  - Imported RTs are local to the box
- A PE that imports an RT installs that route in its associated VRF table
- 64-bit quantity (2 bytes type, 6 bytes value) carried as an extended community
- Typically written as ASN:YY
- For deployment model:
  - Full mesh:
    - All sites import X:Y and export X:Y
  - Hub-and-spoke:
    - Hub exports X:H and imports X:S
    - Spokes export X:S and import X:H

MP-BGP and VPNv4

- MP-BGP session facilitates the advertisement of VPNv4* prefixes + labels between MP-BGP peers
- At the advertising PE, BGP allocates labels for VPN prefixes and installs them in the LFIB (MPLS forwarding table)
- At the receiving PE, IF BGP accepts VPN prefixes with labels, THEN BGP installs VPN prefixes in the VRF FIB (CEF table)
- VPNv4 announcement carries a label with the route

  "If you want to reach this unique address, get me packets with this label on them"

MPLS L3 VPN Control Plane

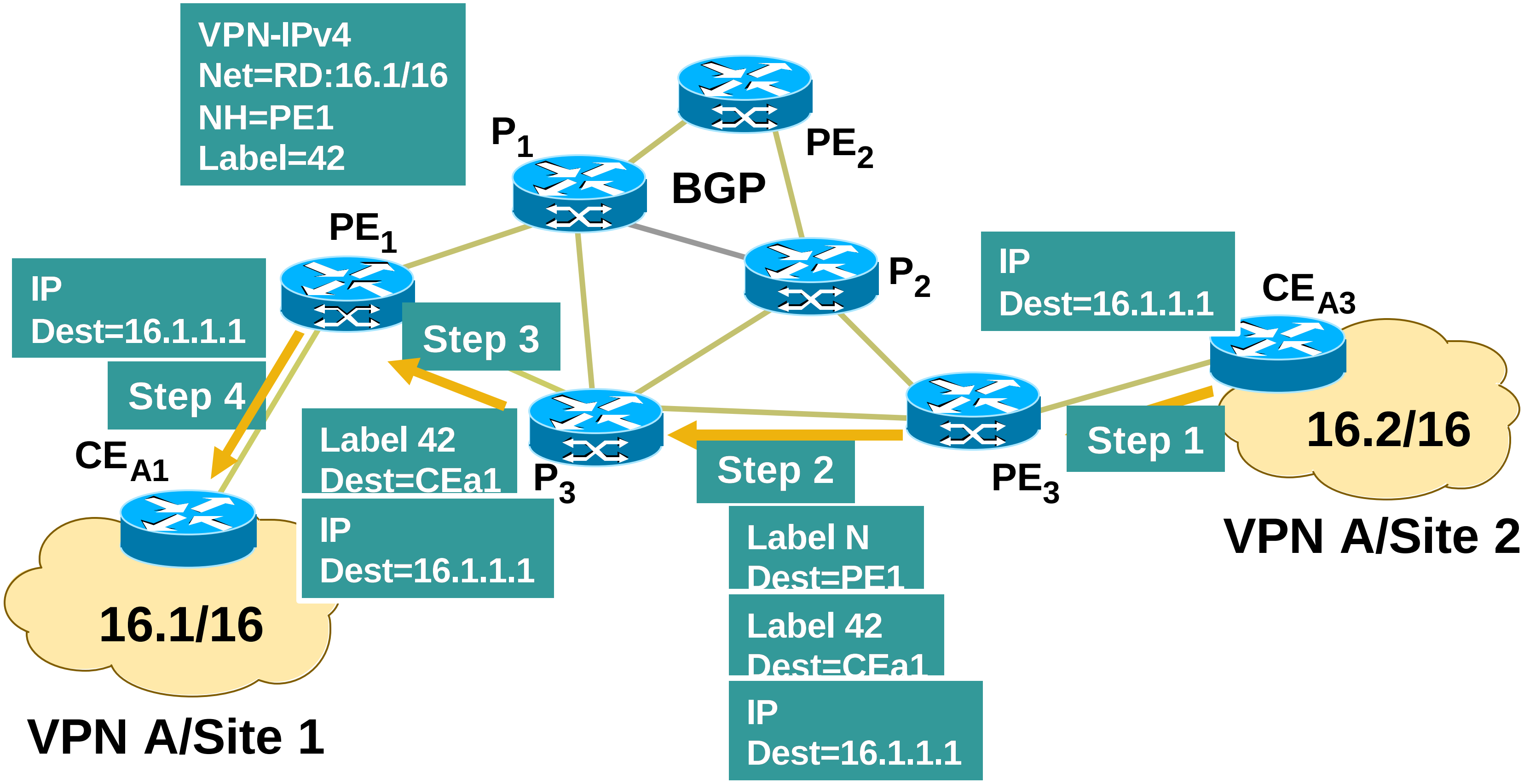


IGP/eBGP
Net=16.1/16

VPN-IPv4
Net=RD:16.1/16
NH=PE1
Route Target
Label=42

IGP/eBGP
Net=16.1/16

MPLS L3 VPN Forwarding Plane



MPLS L3 VPN Service Models

Various VPN Service Models Are Available Based on the Following Topologies

- Full mesh simple intranet
- Hub/spoke central site
- Advanced extranet
- Multi-VPN (per VLAN… etc.)
- Multi-AS VPNs

Agenda

- MPLS Basics
- MPLS L3 VPNs
- MPLS TE
- AToM

MPLS-TE in One Slide

- IP forwards based on destination IP address
  - This can sometimes not be granular enough, and cause unequal network load
  - This can cause temporary routing loops during network failure
- MPLS-TE uses RSVP and MPLS to build a Label Switched Path (LSP)
  - Traffic source, as well as destination, is taken into account when path is build
  - Encapsulating IP in MPLS along an explicit path avoids temporary routing loops
- MPLS-TE looks a lot like Frame Relay, but with a single Control Plane for both the “PVC” and IP portions of the network
- MPLS-TE is something you do to your own network, not (yet) a service you sell directly to customers
- MPLS-TE can provide failure protection (Fast ReRoute) and bandwidth optimization
- MPLS-TE another (powerful, complex) tool in your toolbox

Network vs. Traffic Engineering

- Network engineering

  Build your network to carry your predicted traffic

- Traffic engineering

  Manipulate your traffic to fit your network

- Traffic patterns are impossible to accurately predict
- Symmetric bandwidths/topologies, asymmetric load
- TE can be done with IGP costs, ATM/FR, or MPLS

Motivation for Traffic Engineering

- **Increase efficiency of bandwidth resources**

  Prevent over-utilized (congested) links while other links are underutilized

- **Ensure the most desirable/appropriate path for some/all traffic**

  Override the shortest path selected by the IGP

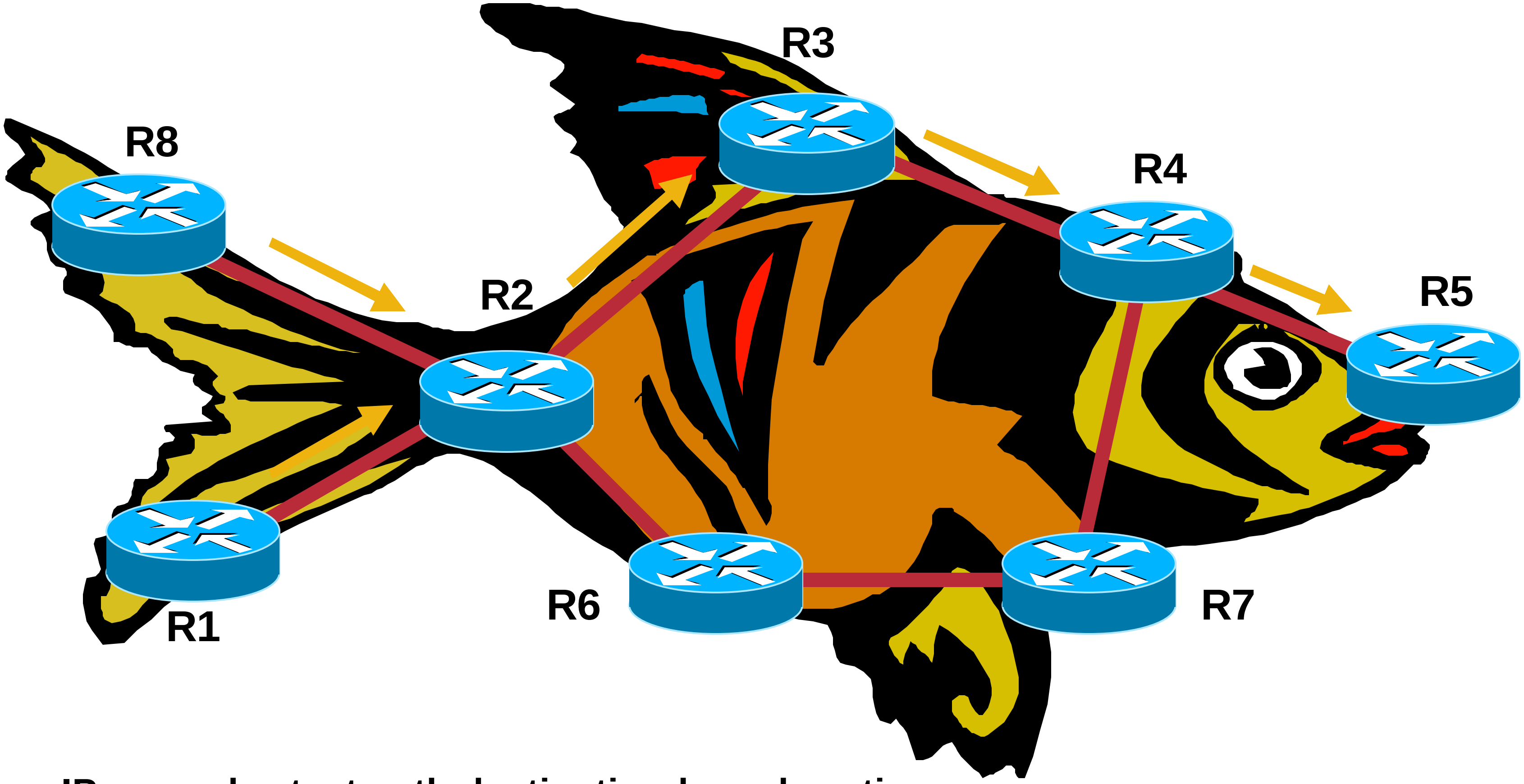
- **Replace ATM/FR Cores**

  PVC-like traffic placement without IGP full mesh and associated O(N^2) flooding

- **The ultimate goal is COST SAVING**

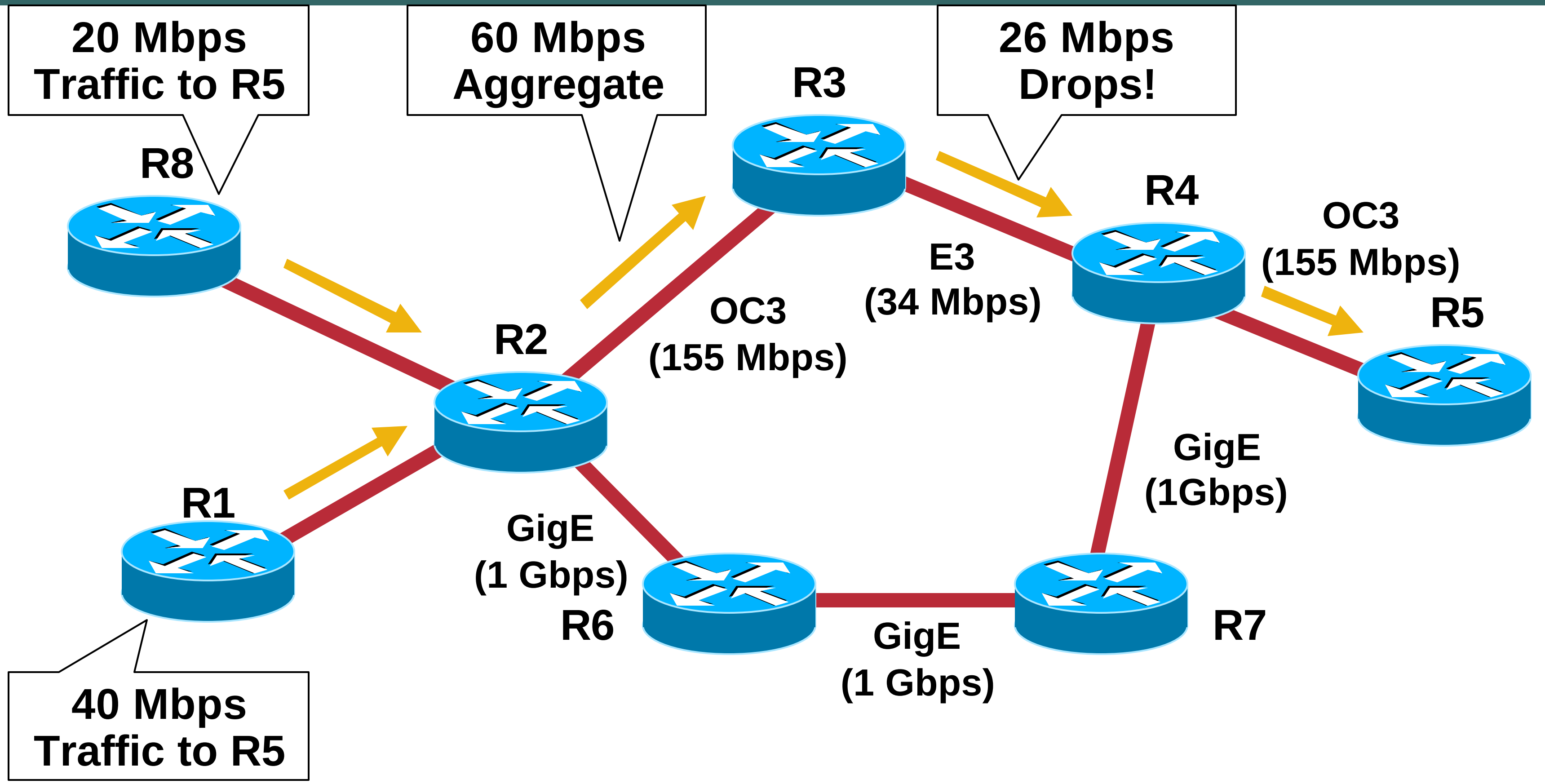
  Service development also progressing

The “Fish” Problem (Shortest Path)

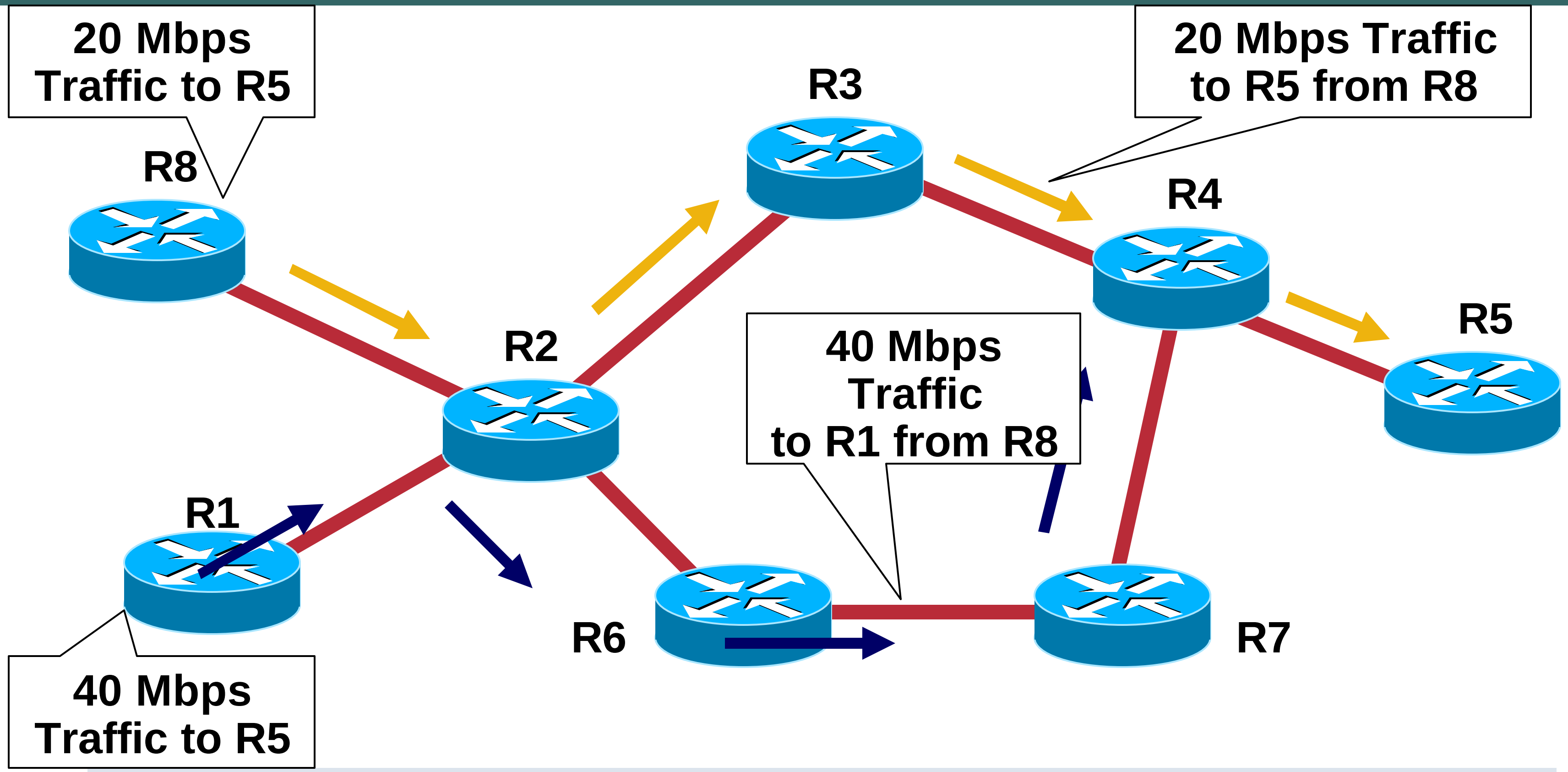


- IP uses shortest path destination-based routing
- Shortest path may not be the only path
- Alternate paths may be underutilized
- While the shortest path is over-utilized

Shortest Path and Congestion



The TE Solution



- MPLS Labels can be used to engineer explicit paths
- Tunnels are UNI-DIRECTIONAL

🟨 → Normal path: R8 → R2 → R3 → R4 → R5

🟦 → Tunnel path: R1 → R2 → R6 → R7 → R4

Design Approach and Scalability

- Two methods to deploy MPLS-TE
- Tactical

  As needed to clear up congestion

  You only have tunnels when there is a problem (and you must remember to remove them)

- Strategic

  Mesh of TE tunnels between a level of routers

  Typically P-to-P but can be PE-to-PE in smaller networks

  N(N-1) LSPs (one in each direction)

Fast ReRoute (FRR)

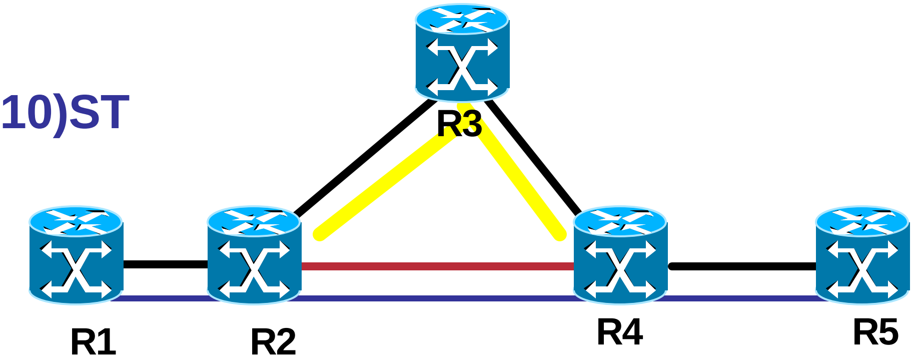
- MPLS-TE builds an LSP across an explicit path
- This property can be used to carry traffic for bandwidth optimization
- This property can also be used to provide for protection in the event of failure
- Two basic types of protection: Local and Path
  - Local breaks down into Link and Node

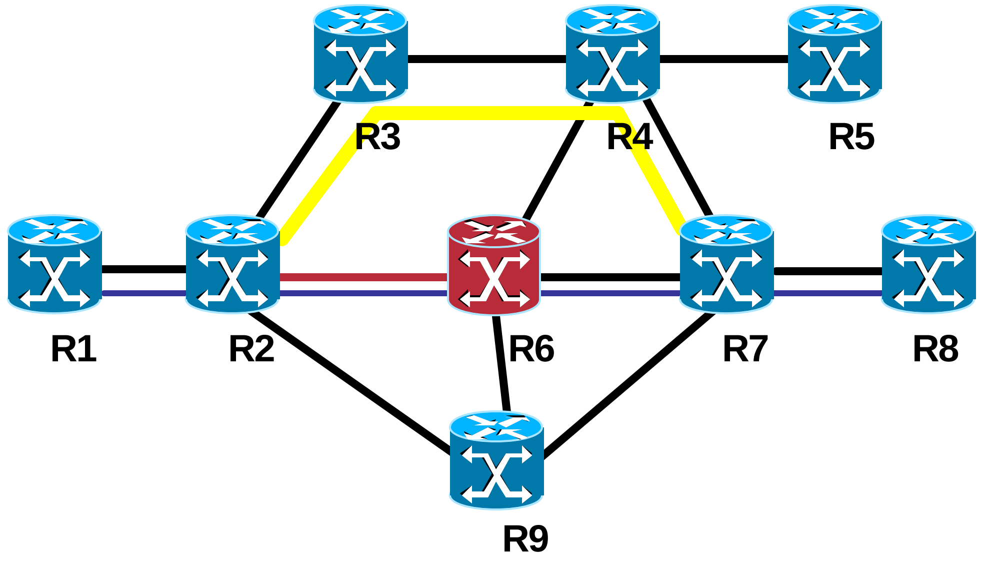
Types of FRR: Local Repair

MPLS Fast ReRoute Local Repair

- Link protection: the backup tunnel tail-head (MP) is one hop away from the PLR

12.0(10)ST





- Node protection + ENHANCEMENTS: the backup tunnel tail-end (MP) is two hops away from the PLR

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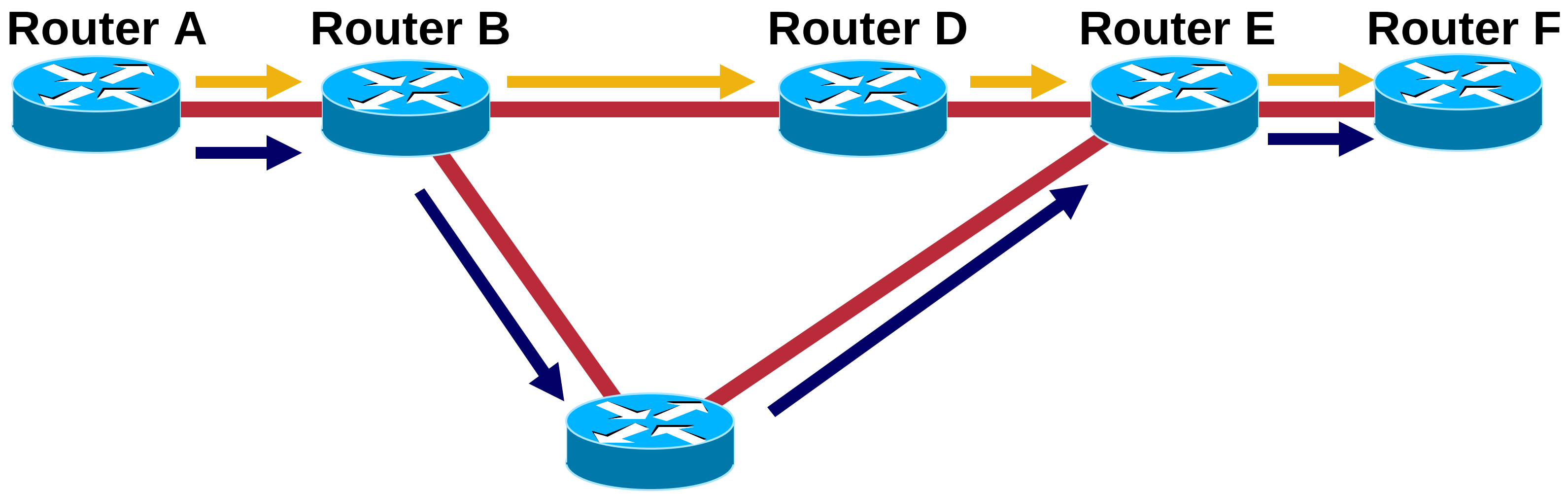
Types of FRR: Path Protection

- Link, Node protection: pre-establish 1 TE tunnel per {NHop/NNHop}
- Path protection: pre-establish 2 LSPs for 1 TE tunnel, taking two diverse paths



Summary: MPLS TE

- Helps optimize network utilization (strategic)
- Assists in handling unexpected congestion (tactical)
- Provides fast reroute for link and node failures
- TE is only part of a method of guaranteeing bandwidth

    It is a control plane mechanism only

    Must be used with traditional QoS mechanisms

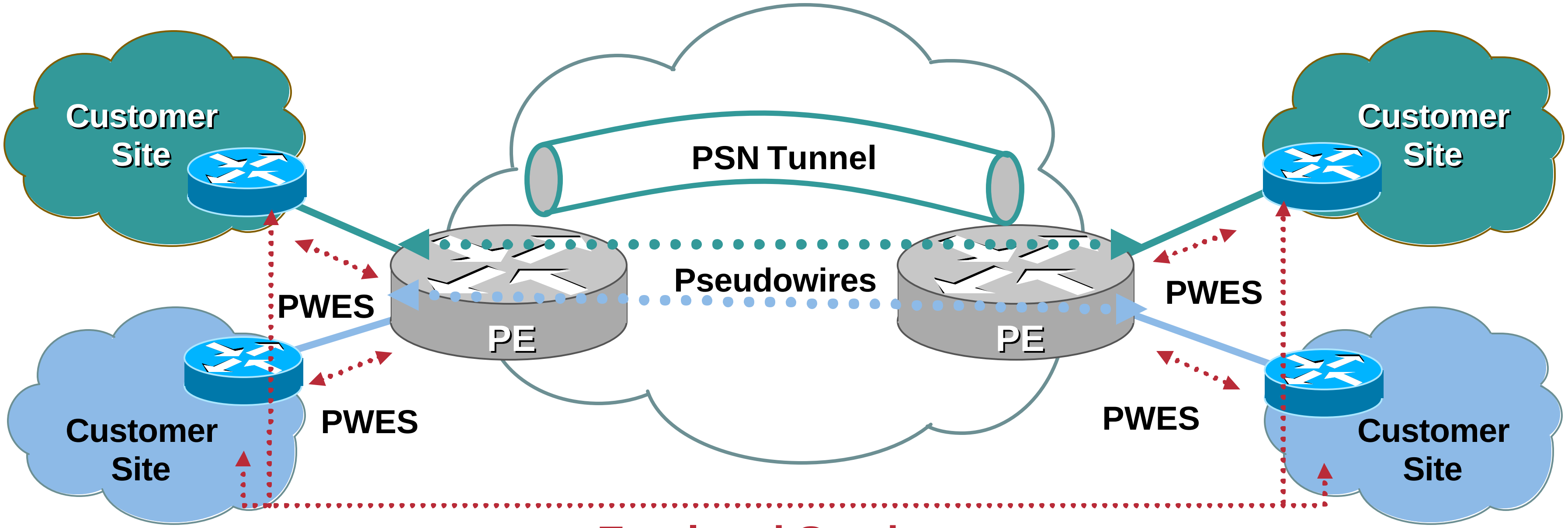
Agenda

- MPLS Basics
- MPLS L3 VPNs
- MPLS TE
- AToM

Motivation for AToM

- Similar to existing circuit switched environment
- Leverage the existing installed gear
- Provide circuit-based services in addition to packet/IP-based services
- Transparent trunking of customer IGP
- Provide any-to-any connectivity
- Trunking Layer 2 over an MPLS network:
  - Ethernet
  - Frame Relay
  - ATM—AAL5, cell mode
  - PPP
  - Cisco HDLC
  - SONET

Pseudowire Reference Model



Emulated Service

A Pseudowire (PW) Is a Connection Between Two Provider Edge (PE) Devices which Connects Two Pseudowire End-Services (PWESs) of the Same Type

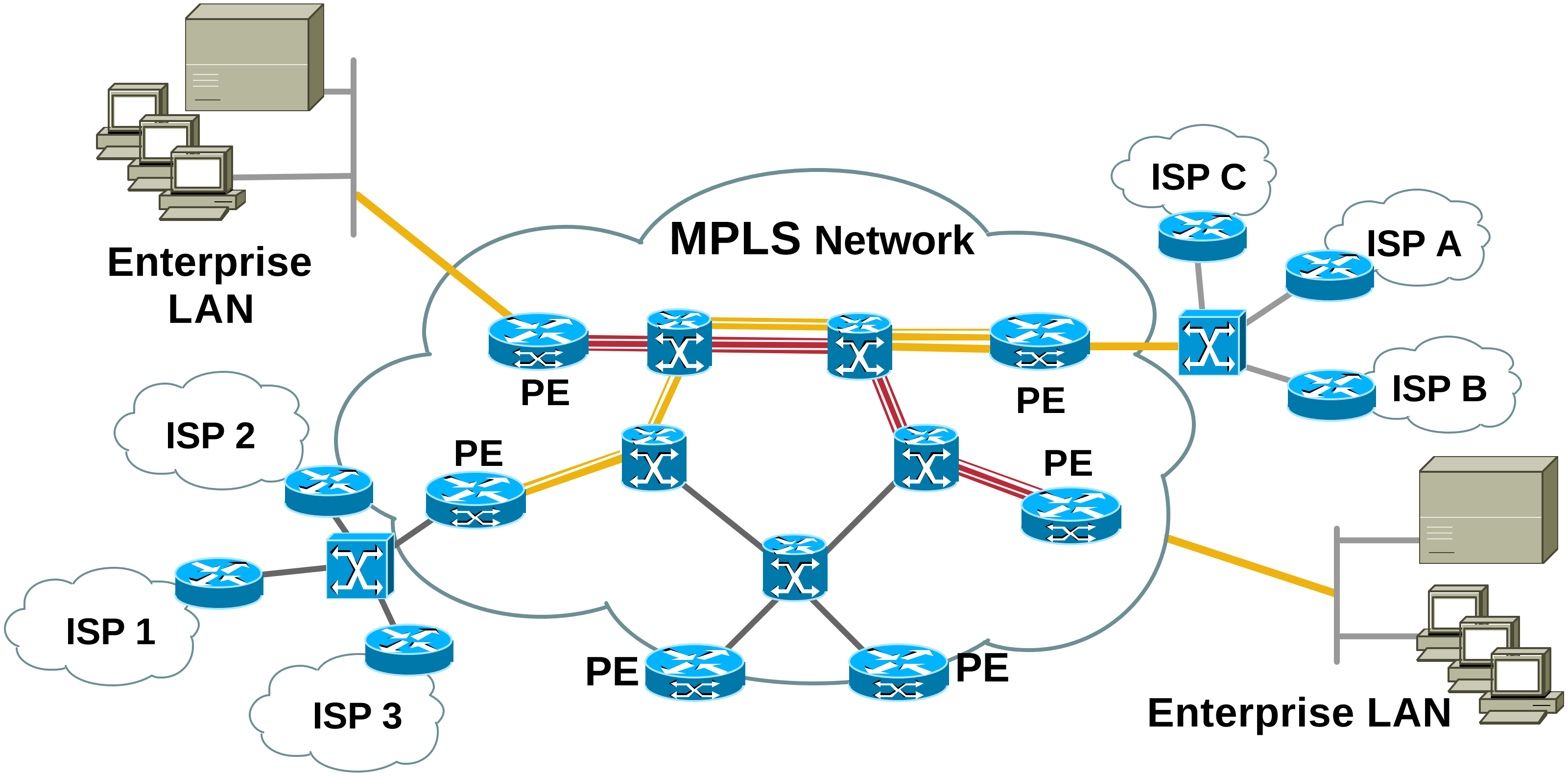
Service Types:

- Ethernet
- 802.1Q (VLAN)
- ATM VC or VP

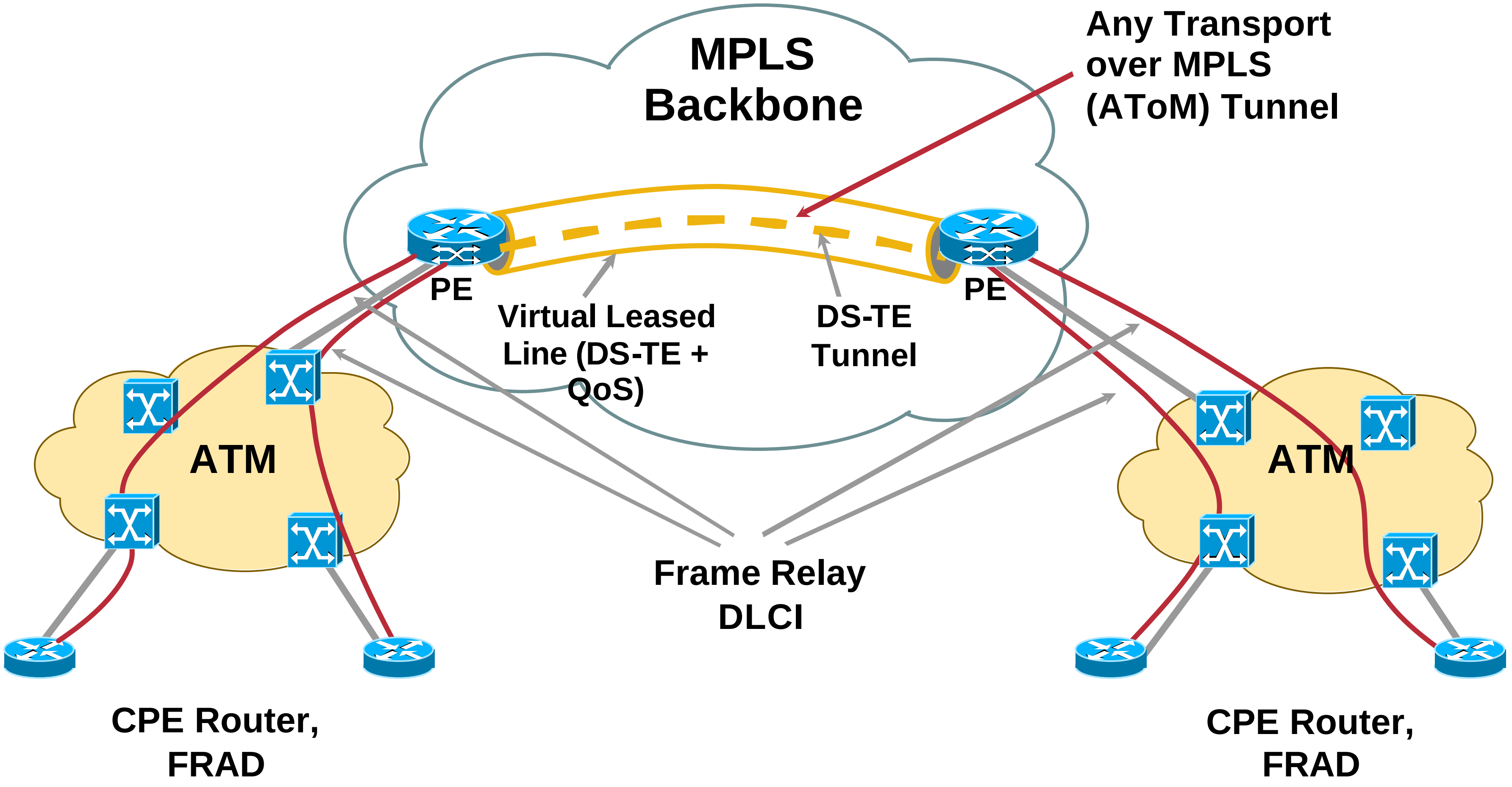
PWES

- HDLC
- PPP
- Frame Relay VC

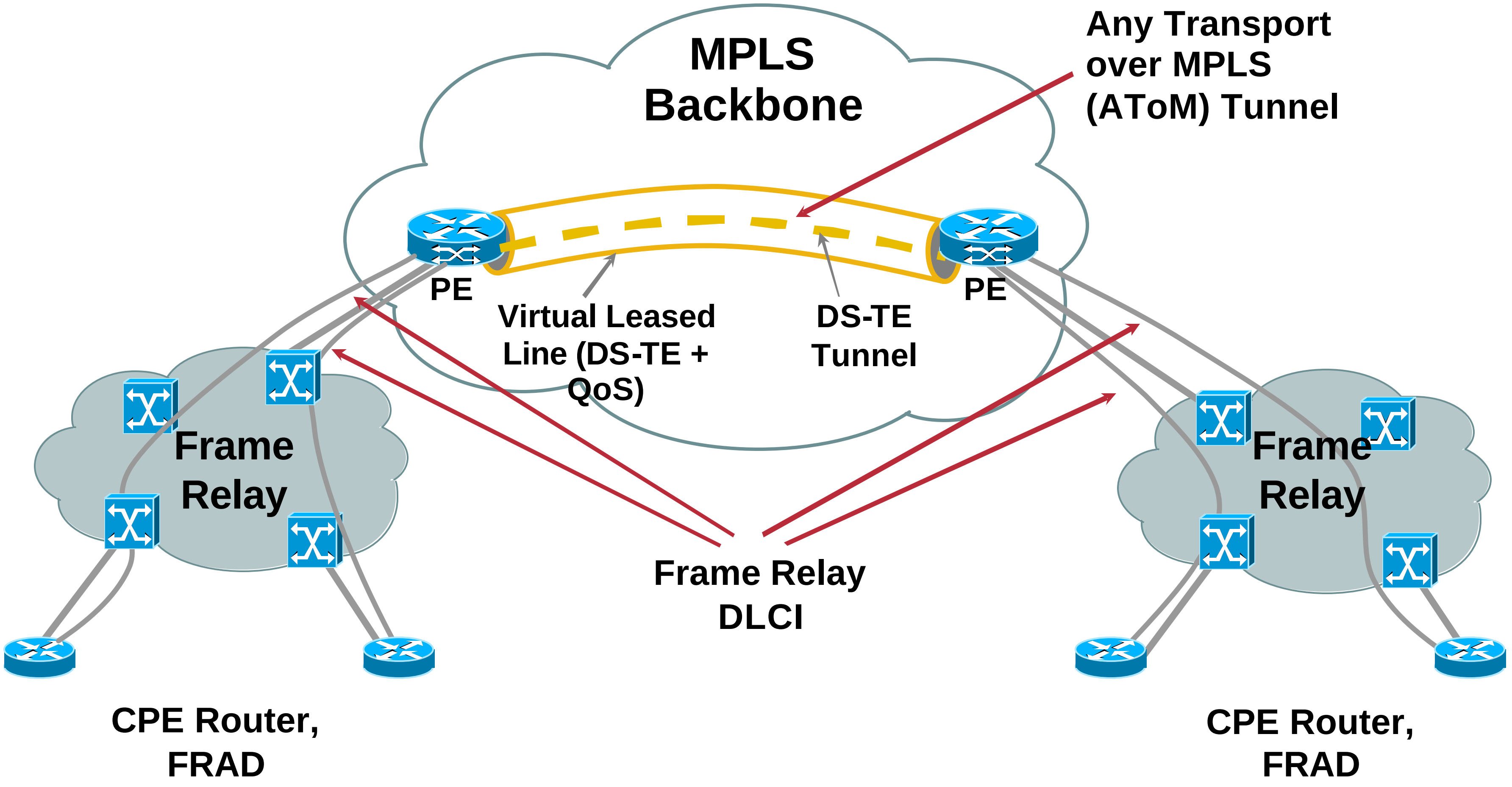
Ethernet over MPLS



ATM over MPLS

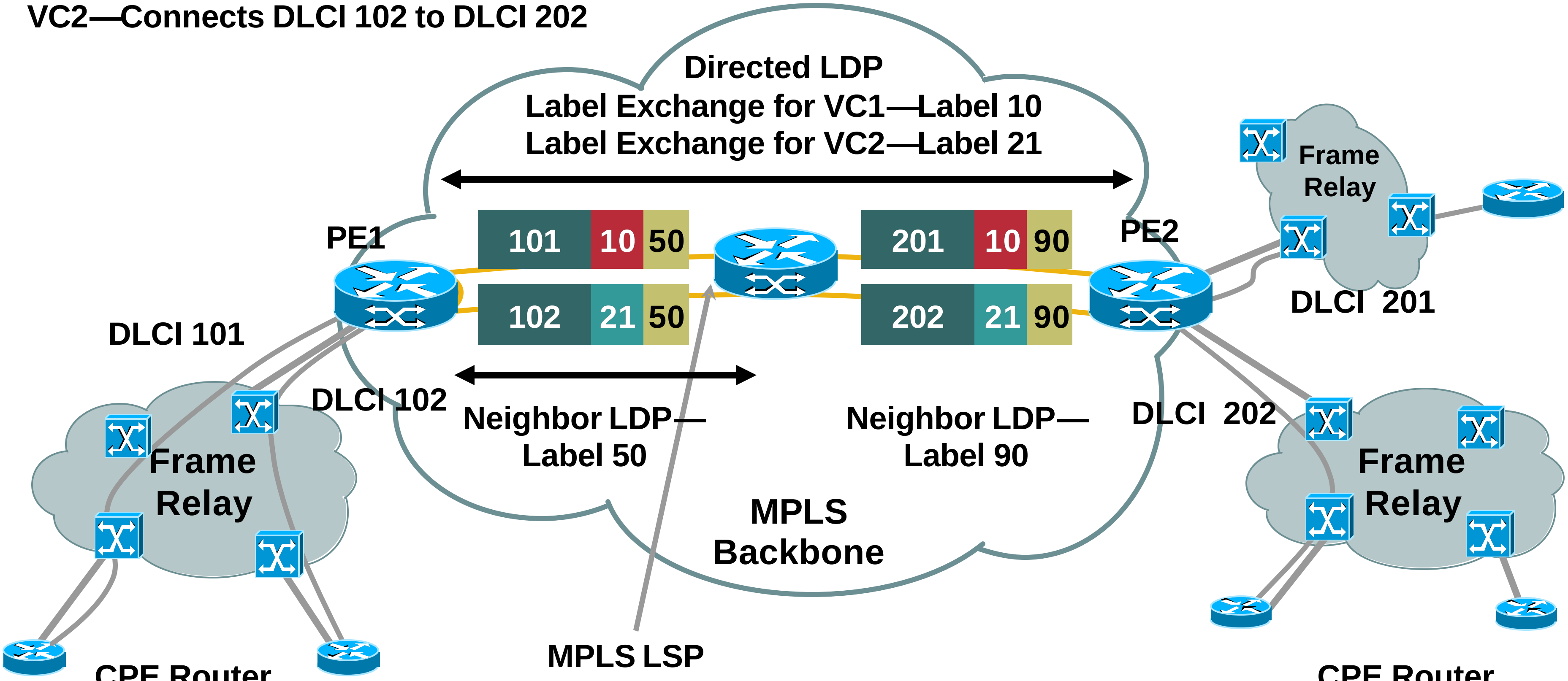


Frame Relay over MPLS



Frame Relay over MPLS: Example

VC1—Connects DLCI 101 to DLCI 201
VC2—Connects DLCI 102 to DLCI 202



Any Transport over MPLS (AToM) Tunnel

MPLS AWARE IP SERVICES

SP Managed Service Offerings

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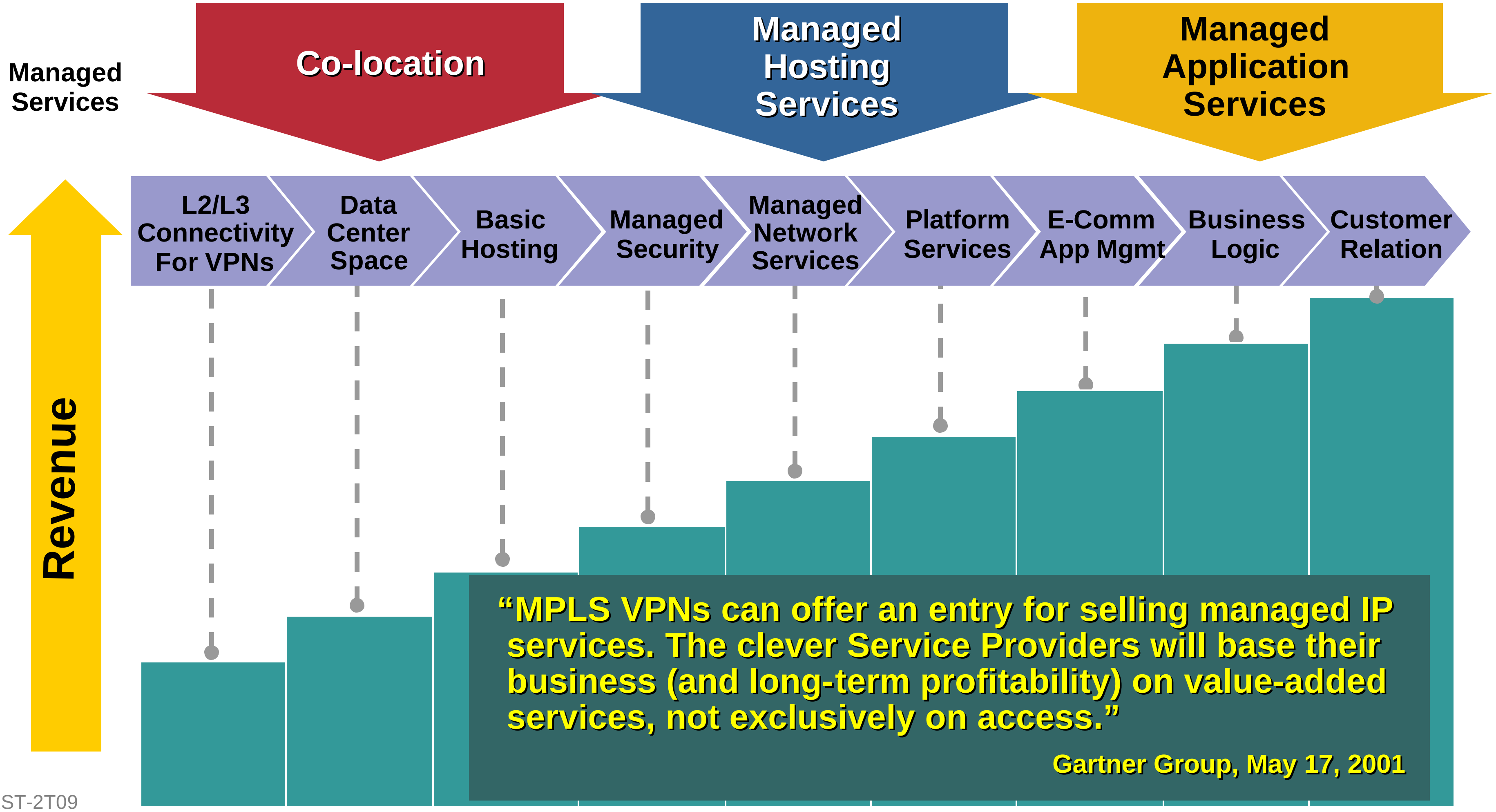
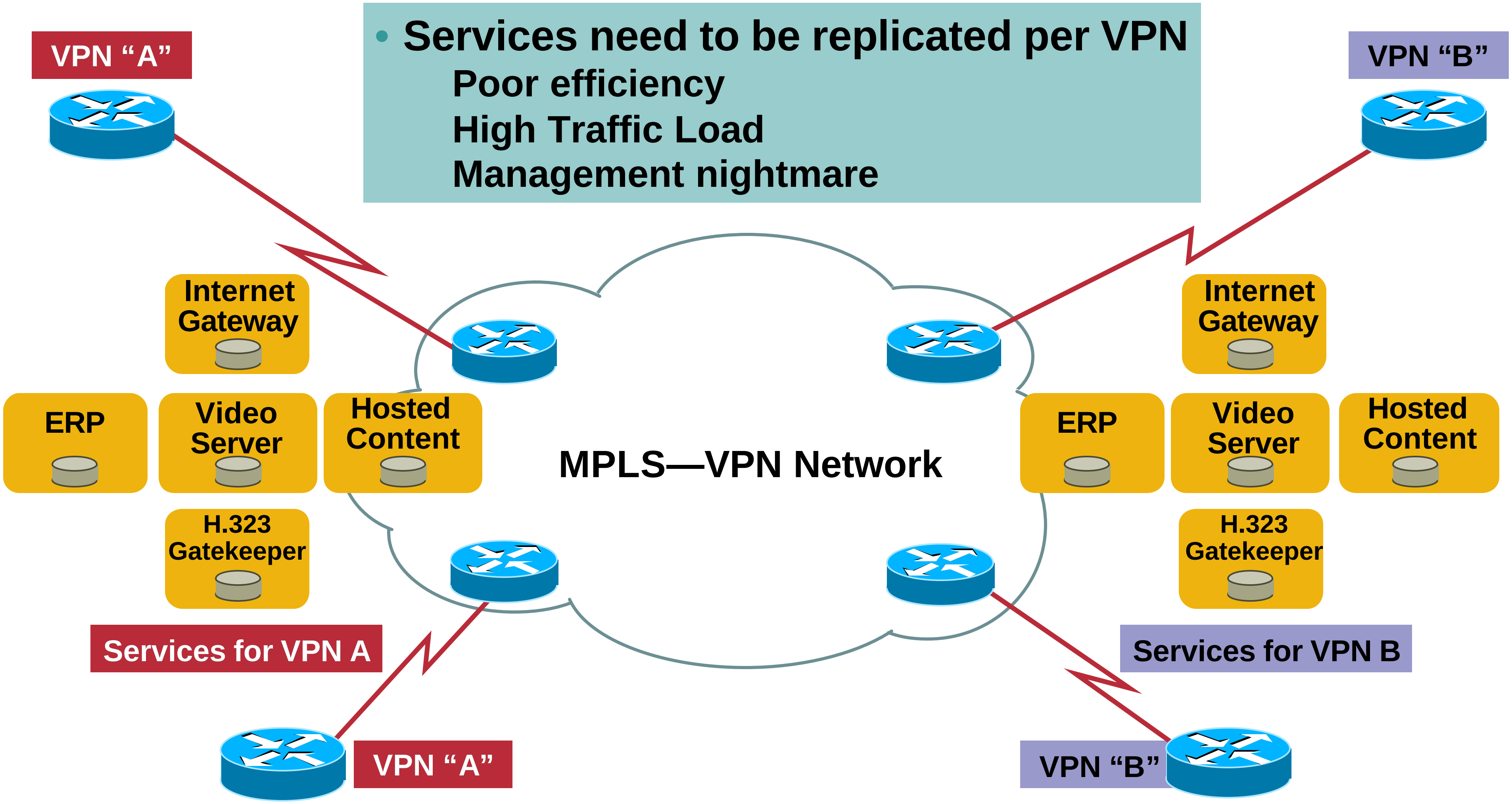
The Key Is Moving Up the Value Chain by Providing New Services



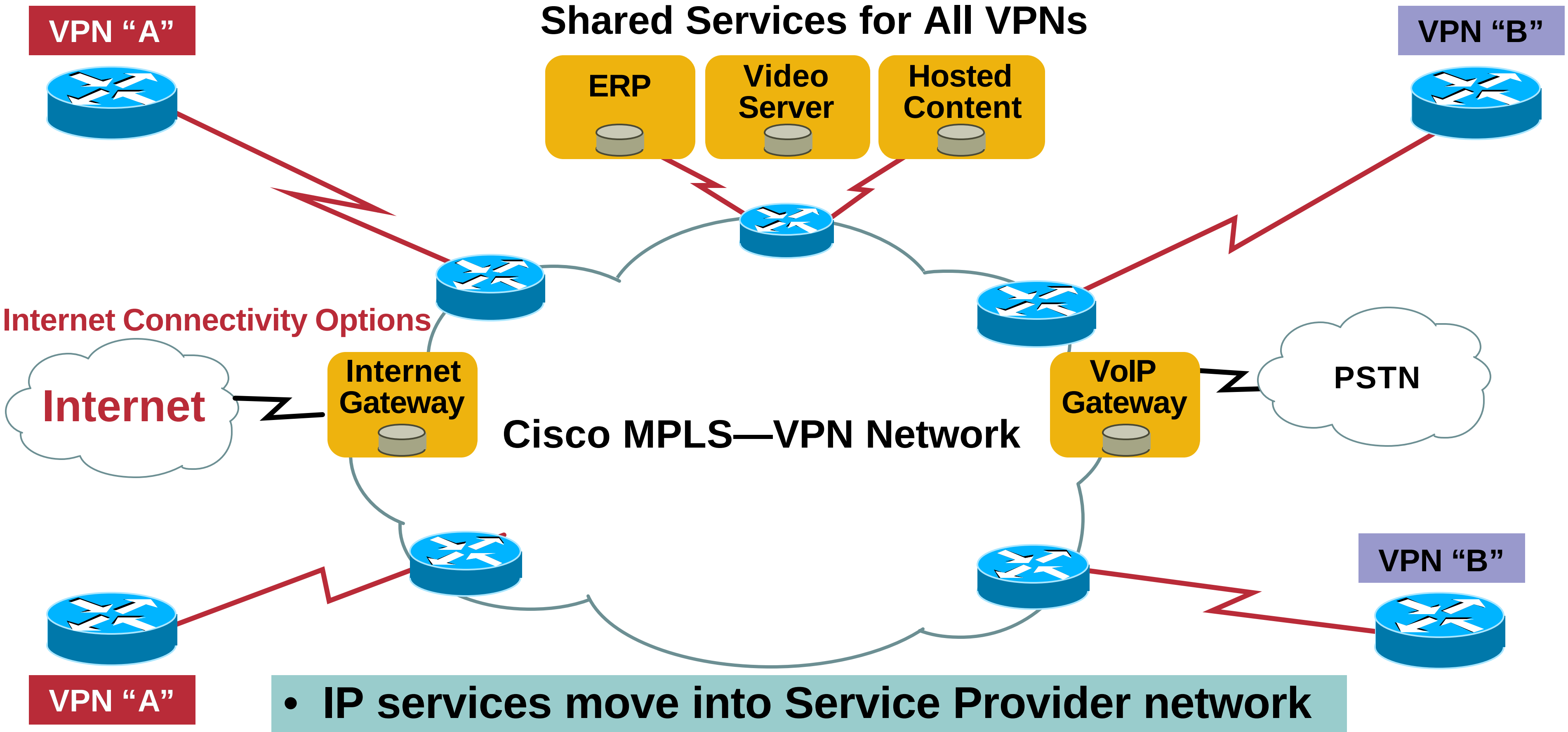
> "MPLS VPNs can offer an entry for selling managed IP services. The clever Service Providers will base their business (and long-term profitability) on value-added services, not exclusively on access."
>
> Gartner Group, May 17, 2001

MPLS/VPN:
Before Managed Shared Services

- Services need to be replicated per VPN
  - Poor efficiency
  - High Traffic Load
  - Management nightmare

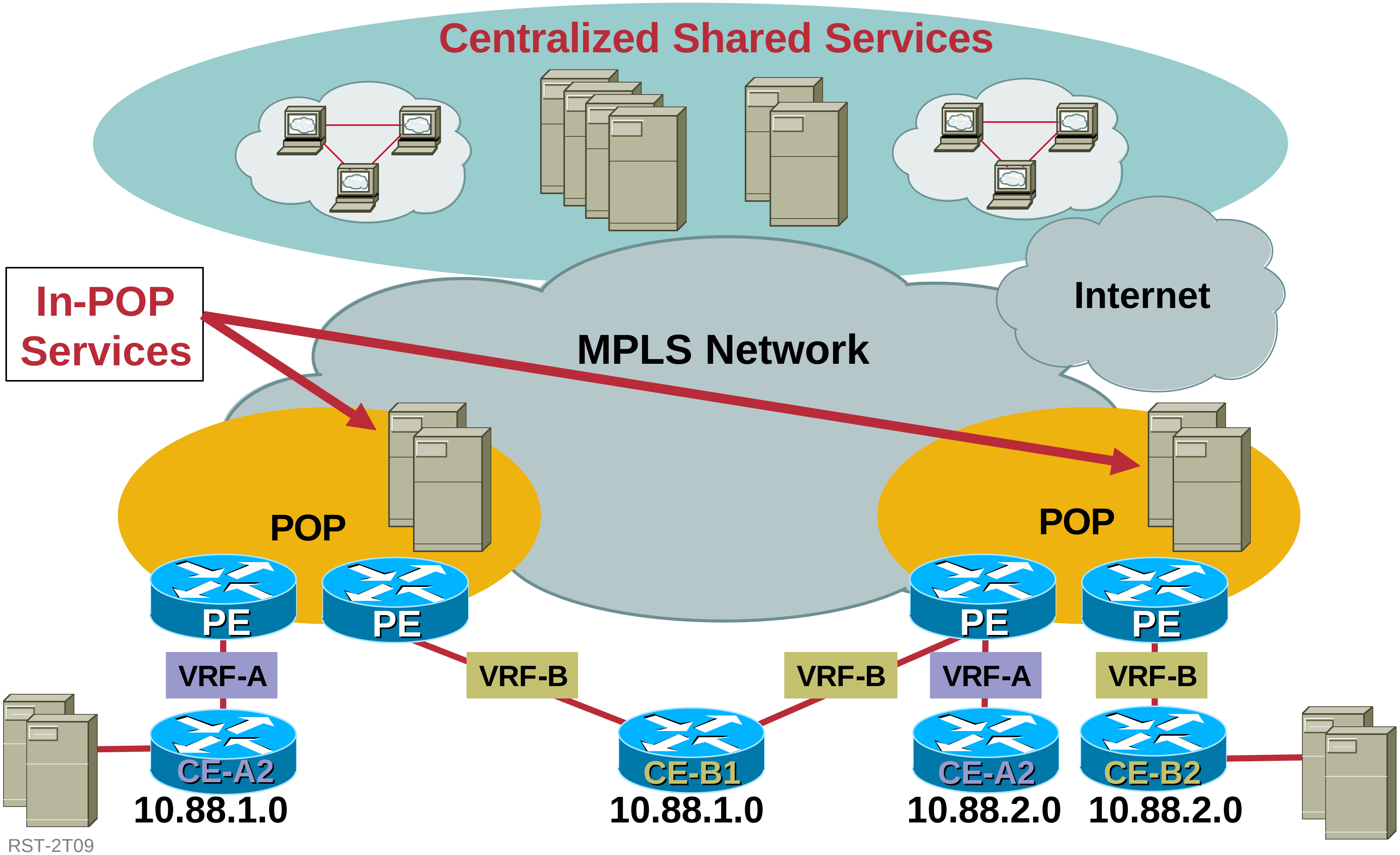


MPLS/VPN:
Supporting Shared Services



- **IP services move into Service Provider network and become sharable**
  - **Increases enterprise outsourcing flexibility**
  - **Creates new Service Provider revenue opportunities**

Flexible MPLS-VPN Shared Services Model



Agenda

- Managed IP Services
- Managed Security Services
- SP Edge Redundancy
- Shared Management

IP Addressing

- Dynamic Host Configuration Protocol (DHCP) relay for MPLS VPNs
- On Demand Address Pools (ODAP) for MPLS VPNs
- Network Address Translation (NAT)

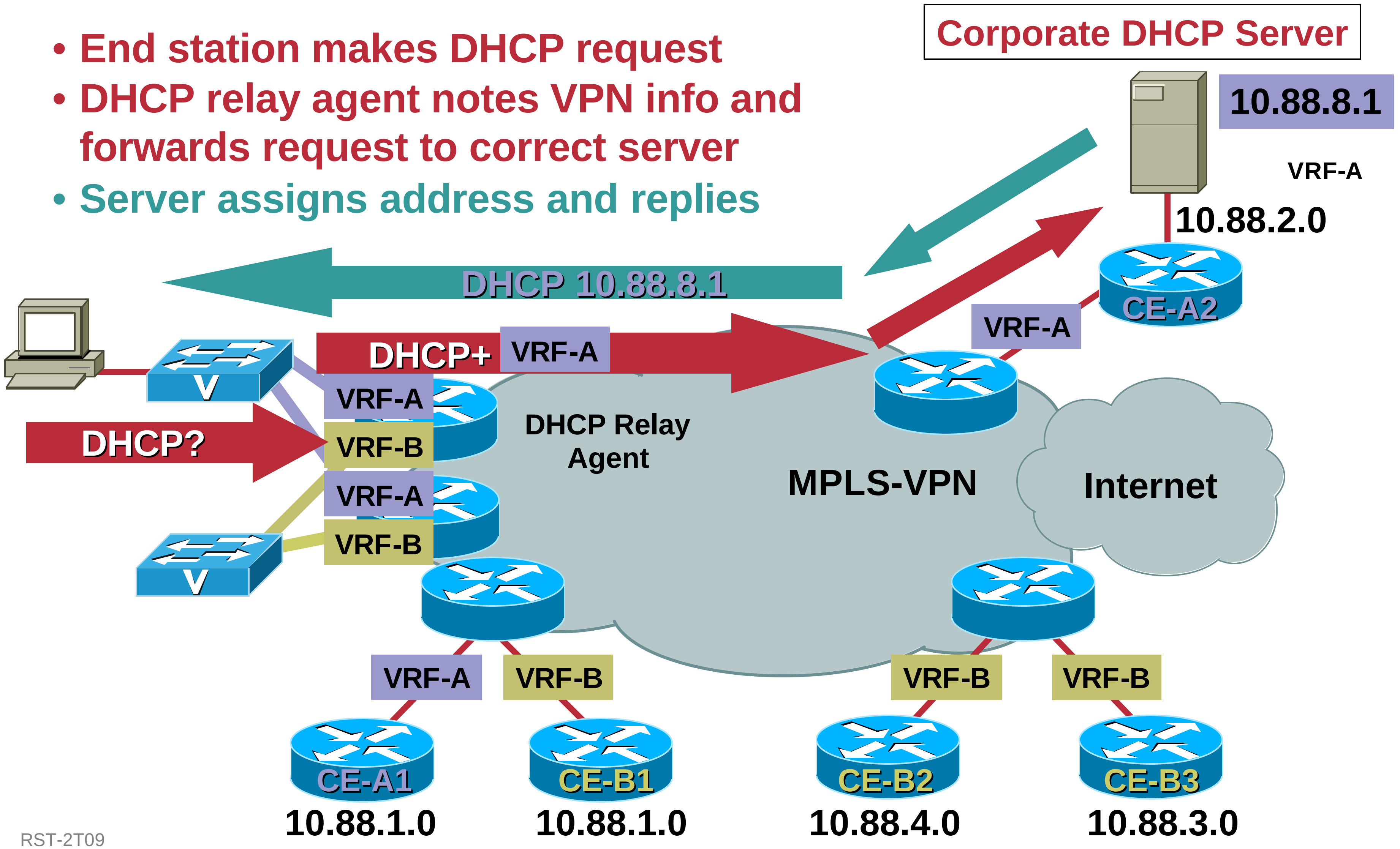
VRF-AWARE DHCP

Why DHCP-Relay for MPLS VPNs?

- DHCP Server can’t distinguish requests from hosts belonging to different VRFs
- Assign IP addresses from a shared DHCP server
- Need to be able to assign subnets per VRF
- It’s required for a DCHP server to include VPN information DHCP requests/reply
- DHCP-relay uses the VPN identifier sub-option
- The VPN identifier (sub option) also allows any DHCP reply to be properly forwarded back to the relay agent
- VRF/VPNID support in V5.5 CNR
- Cisco IOS® supports DHCP-relay as well as a full router-based DHCP server

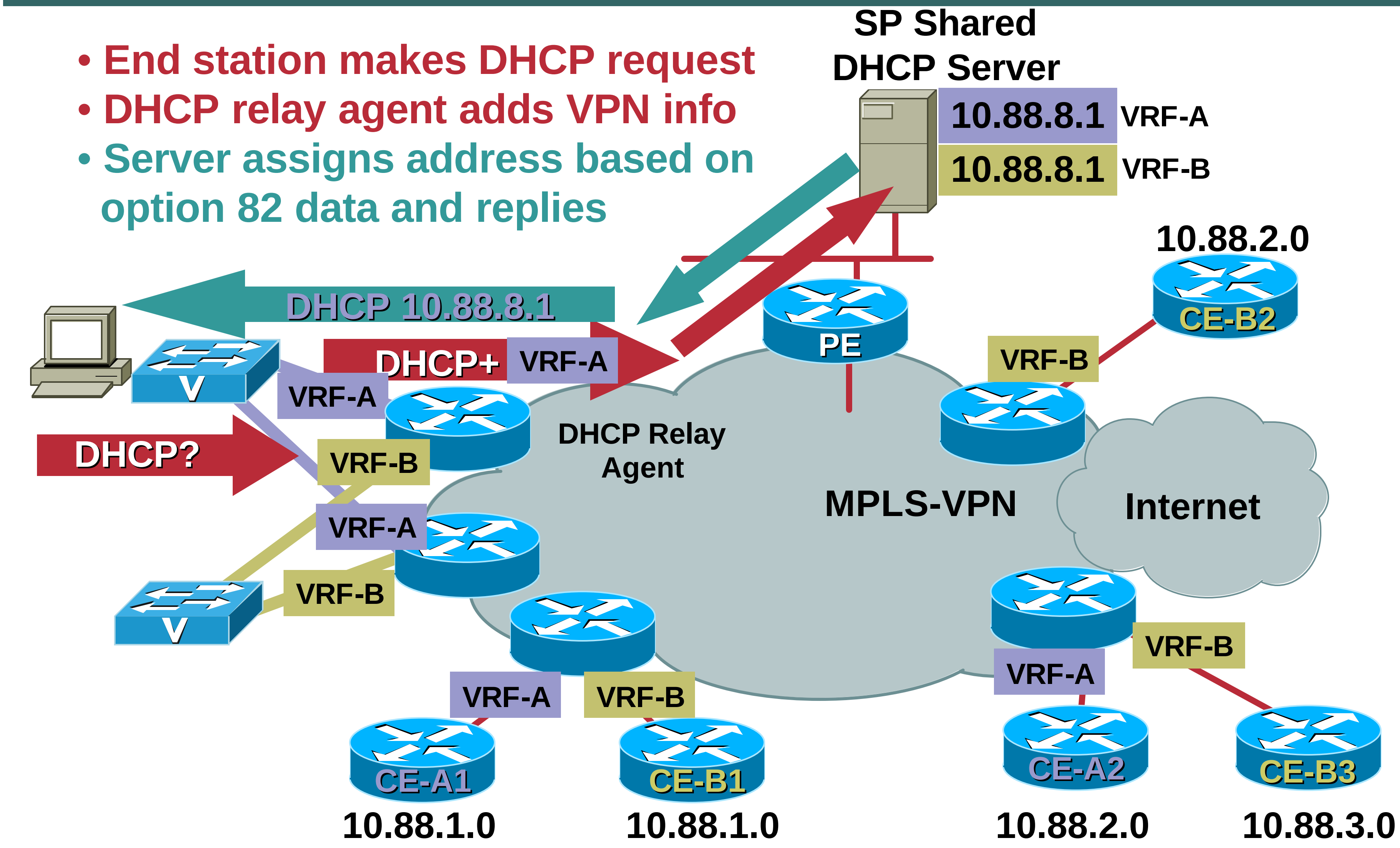
DHCP-Relay for MPLS-VPNs Serving Single VPN

- End station makes DHCP request
- DHCP relay agent notes VPN info and forwards request to correct server
- Server assigns address and replies



DHCP-Relay for MPLS-VPNs: Shared

- End station makes DHCP request
- DHCP relay agent adds VPN info
- Server assigns address based on option 82 data and replies



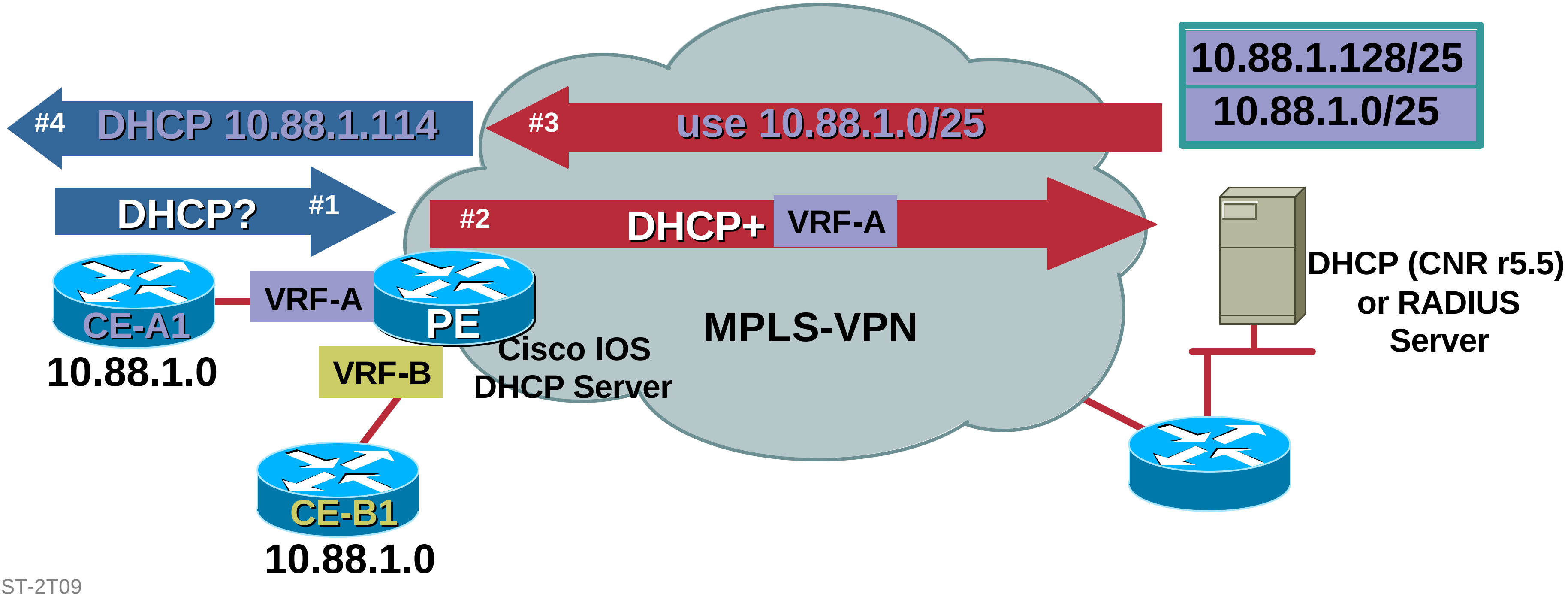
VRF-AWARE ODAP

On-Demand Address Pools (ODAP)

- Dynamically creates and associates IP address pool to an interface
- Addresses are assigned automatically with DHCP (Option 82 sub options)
- Support for DHCP clients and PPP sessions on per interface basis
- Each ODAP is configured and associated with a particular MPLS VPN
- The VPN identifier allows replies to be properly forwarded back to the relay agent
- Works with Cisco Network Registrar (CNR) 5.5 (DHCP) and/or Access Registrar 1.7 (RADIUS)

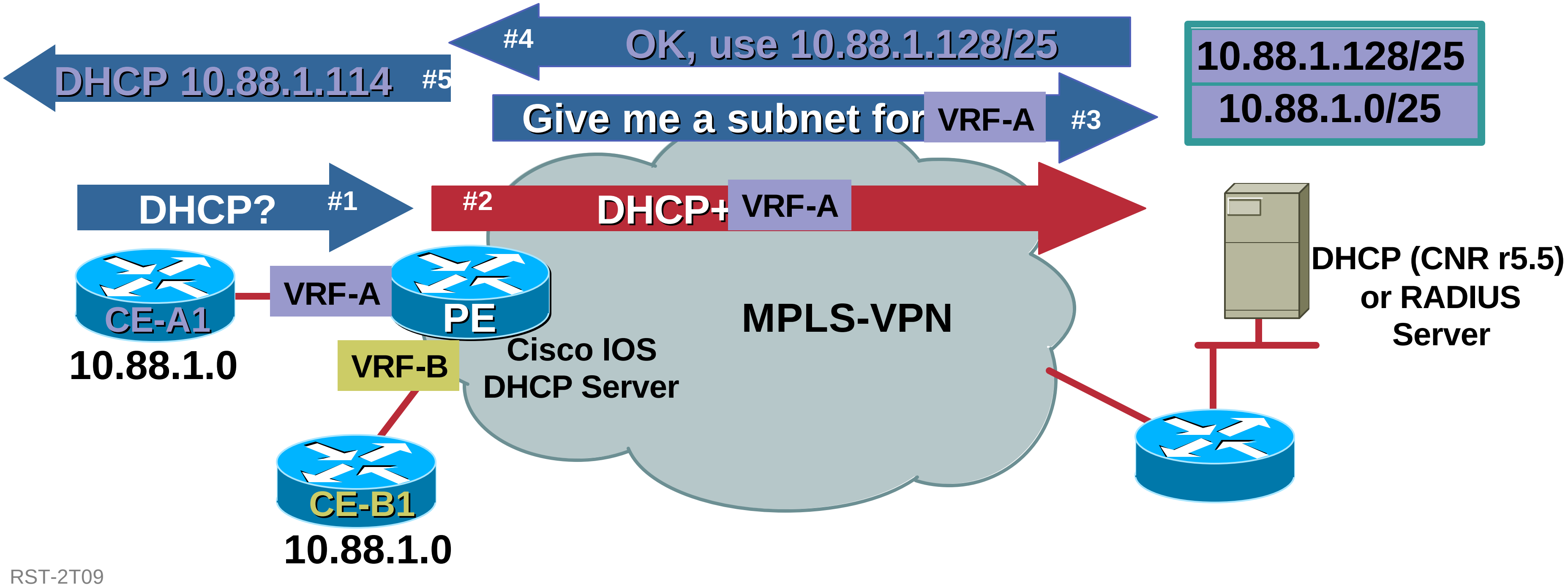
ODAP for MPLS-VPNs: Provisioning and Startup

- PE router is configured for ODAP
- ODAP requests initial pool for VRF-A from server
- CE router is installed and PPP link established to PE router
- CE router uses DHCP proxy to obtain addresses for downstream devices
- PE adds subnet routing information to VRF



ODAP for MPLS VPNs: Address Pool Management

- ODAP requests initial pool for VRF-A from server
- End station makes DHCP request
- DHCP server fulfills request from pool—reaches 90%
- ODAP pool manager requests expansion
- Server allocates another subnet and replies
- PE adds subnet routing information to VRF



MPLS VPN ODAP Configuration

- Configuration
  - Set initial pool size
  - Expansion/Contraction increment
  - High/Low utilization mark (% of pool)

```
ip dhcp pool green_pool
 vrf Green
 utilization mark high 60
 utilization mark low 40
 origin dhcp subnet size initial /24 autogrow /24
```

VRF-AWARE NETWORK ADDRESS TRANSLATION

Why NAT for MPLS VPNs?

Problem

- MPLS VPNs allow independent use of the same IP address
- Overlapping private addresses prevent access to shared services
- IP endpoints that access a shared service need to be uniquely addressable

Why NAT for MPLS VPNs? (Cont.)

Solution

- Overlapping addresses are distinguished by their associated VPN ID
- VRF-Aware NAT creates different translations per VPN by including VRF info in the address translation entries
- VRF-Aware NAT allows access to shared services from multiple MPLS VPN customers, even though IP addresses overlap

Outcome

- ISPs can offer centralized address translation services

NAT and MPLS VPN Integration

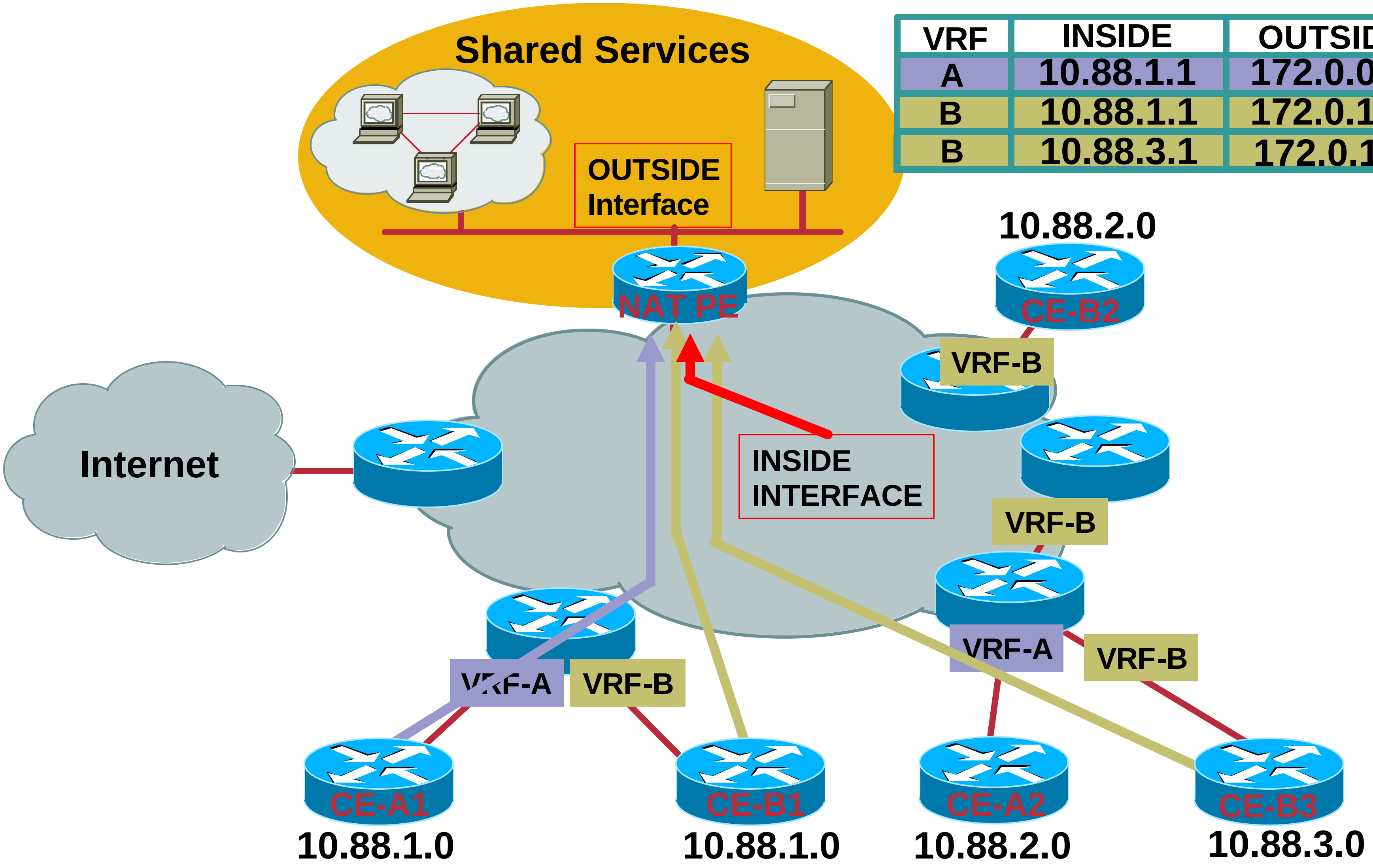
- Have concept of outside/inside interfaces in NAT
- Outside/inside interfaces could be any type of interface (VRF, IP, MPLS)
- NAT will inspect all traffic routed VRF-to-VRF or VRF-to-Global
- NAT can be configured on 1 or more PE's for redundancy

  The 'shared service' does not need to be physically connected to the PE device performing NAT

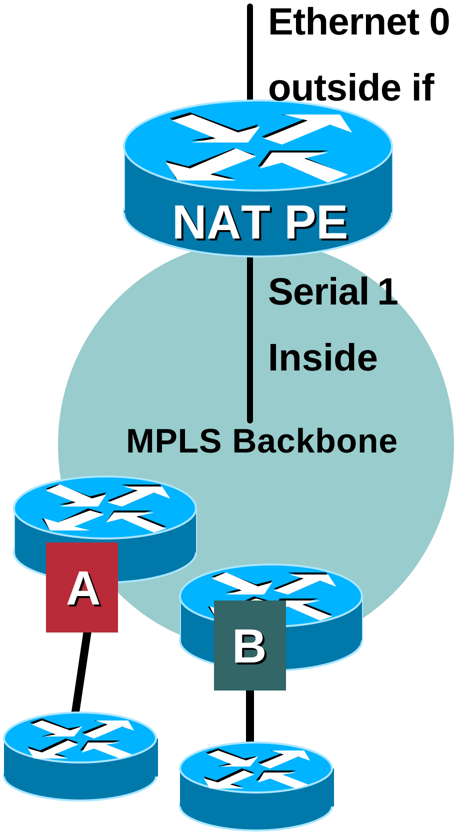
  NAT Pools must be unique
- All native NAT applications are supported
- NAT command changes

NAT and MPLS VPN for Shared Services

VRF	INSIDE	OUTSIDE
A	10.88.1.1	172.0.0.1
B	10.88.1.1	172.0.1.1
B	10.88.3.1	172.0.1.2



Implementation with Multiple NAT Pools



NAT

```
ip nat pool pool1 172.0.0.1 172.0.0.254 mask 255.255.255.0
ip nat pool pool2 172.0.1.1 172.0.1.254 mask 255.255.255.0
ip nat inside source list 1 pool pool1 vrf A
ip nat inside source list 1 pool pool2 vrf B
```

Routing

```
ip route vrf A 172.0.3.0 255.255.255.0 int e0 global
ip route vrf B 172.0.3.0 255.255.255.0 int e0 global
```

Interface

```
interface ethernet0
 ip nat outside
interface serial1
 ip nat inside
interface serial2
 ip nat inside
```

Agenda

- Managed IP Services
- Managed Security Services
- SP Edge Redundancy
- Shared Management

Security Concerns

- **What MPLS does and doesn’t cover?**
- **Inherited security concerns:**

  –User level security

  authentication, authorization, local or Radius

  –Device level security

  ACLs, policing, privilege levels, login passwords…etc.

  –Protocol level security

  MD5 authentication, route filtering/max limit, route originate, …etc.

  –Network Security

  QoS, ACLs…etc.

  –Peripheral security

  Encryption, IDS, Firewall…etc.

Security Services for MPLS VPNs

- VRF aware IPSec
- VRF aware Cisco IOS firewall

VRF-AWARE IPSEC

Why VRF-Aware IPSec?

- Enterprises are looking to expand their IPSec VPNs to geographically separate locations for internal or outsourced services
- Reduces two box solution to one box solution
- Provide additional security to MPLS VPN traffic

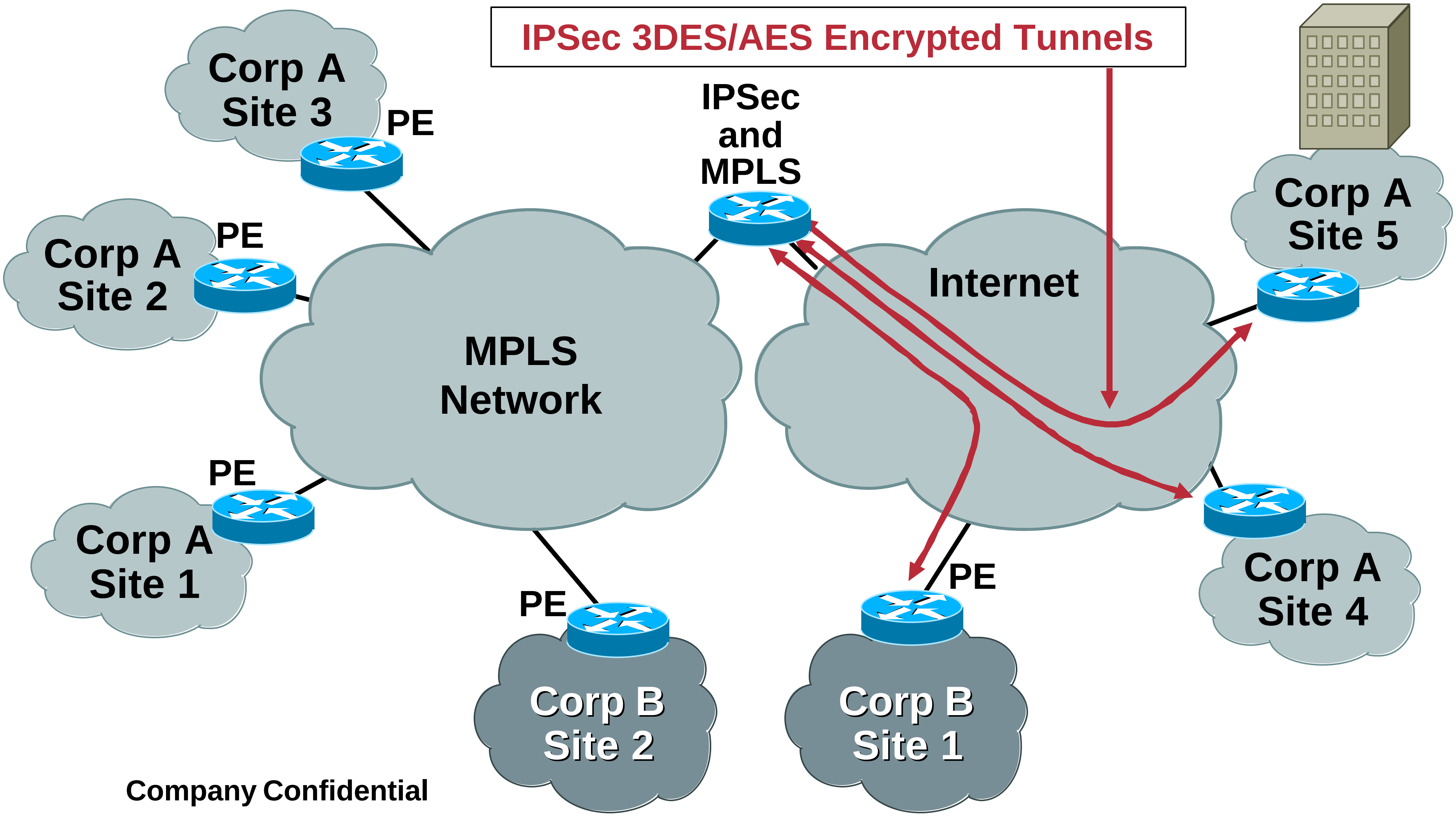
1. Protect critical data
2. Selected VPN sites that might be crossing multiple Service Providers
3. Support off-net remote access over the Internet

-Site to site

-Broadband user connections

-Dial-In, mobile user connections

IPSec Off-Net Service for Multiple MPLS VPNs



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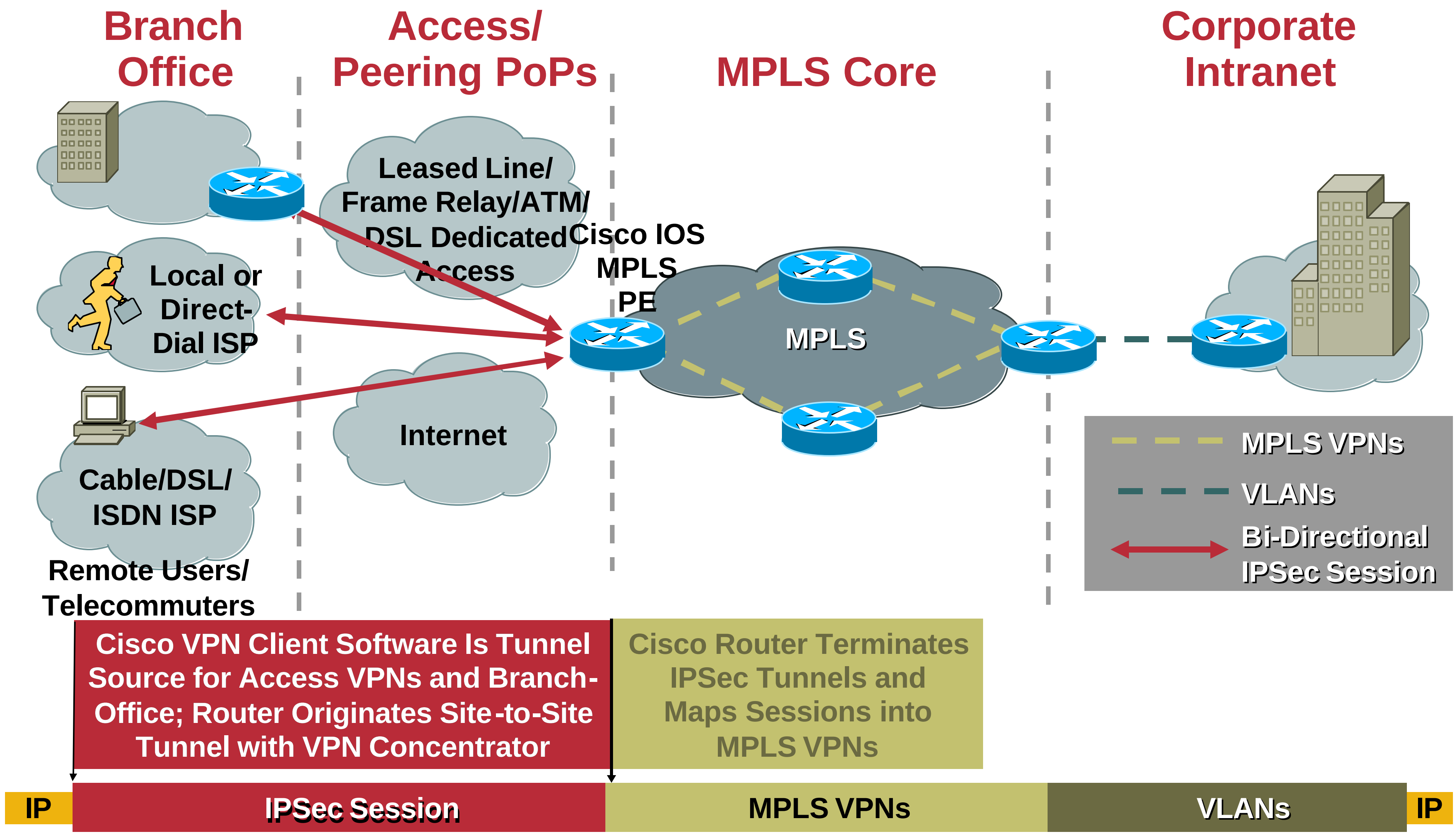
Cisco IOS IPSec + MPLS PE Single box Solution



Branch Office

Access/ Peering PoPs

MPLS Core

Corporate Intranet

Leased Line/ Frame Relay/ATM/ DSL Dedicated Access

Local or Direct-Dial ISP

Internet

Cable/DSL/ ISDN ISP

Remote Users/ Telecommuters

Cisco IOS MPLS PE

MPLS

MPLS VPNs

VLANs

Bi-Directional IPSec Session

Cisco VPN Client Software Is Tunnel Source for Access VPNs and Branch-Office; Router Originates Site-to-Site Tunnel with VPN Concentrator

Cisco Router Terminates IPSec Tunnels and Maps Sessions into MPLS VPNs

IP | IPSec Session | MPLS VPNs | VLANs | IP

VRF-Aware IPSec Key Elements

- VRF instance
- MPLS distribution
- Key rings:

  Are required

  They store keys belonging to different VRFs

  IKE exchange is authenticated if the peer key is present in the keyring belonging to the FVRF of the IKE SA

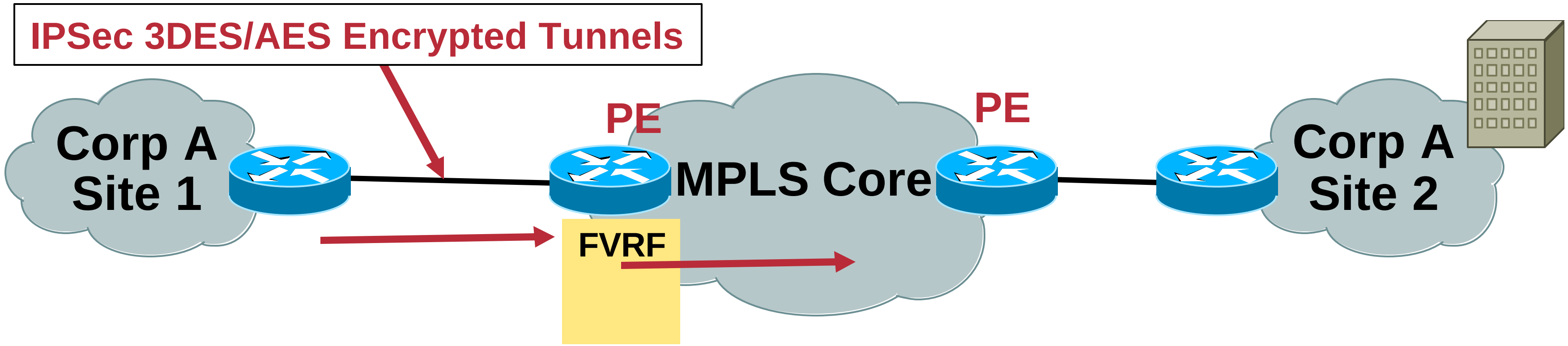
- Front door VRF

  Local endpoint (or outer IKE source/destination) of the IPSec tunnel belongs to the FVRF

- Inside VRF

  The source and destination addresses of the inside packet belong to the IVRF

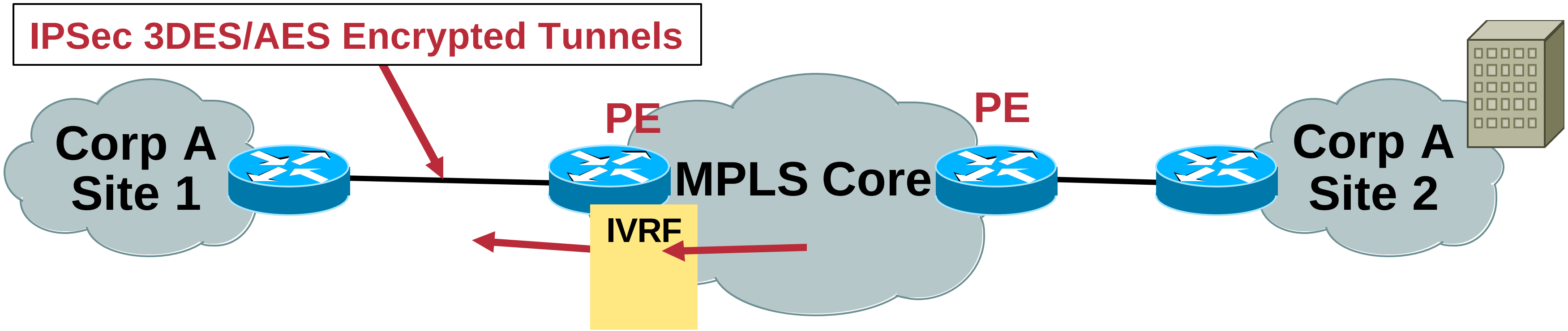
VRF-Aware IPSec Packet Flow



Packet Flow From an IPSec Tunnel

1. An IPSec-encapsulated packet arrives at the PE router from the remote IPSec endpoint
2. IPSec performs the Security Association (SA) lookup for the Security Parameter Index (SPI), destination, and protocol (using the key ring belonging to FVRF)
3. The packet is decapsulated using the SA and is associated with IVRF
4. The packet is further forwarded using the VRF routing table

VRF-Aware IPSec Packet Flow



Packet Flow INTO an IPSec Tunnel

1. A VPN packet arrives from the Service Provider MPLS backbone network to the PE and is routed through an interface facing the Internet
2. The packet is matched against the Security Policy Database (SPD), and the packet is IPSec-encapsulated; the SPD includes the IVRF and the access control list (ACL)
3. The IPSec-encapsulated packet is then forwarded using the VRF routing table

VRF-Aware IPSec Key points

Build VRF Awareness into the Following Components:

- IKE enhancements
    - Support VRF-ID for all ip addresses references
    - Data structure to support multiple name or address spaces per VRF contexts
- IPSec
- Enhance crypto maps to support multiple VRFs
- Cisco IOS switching path
- Secure socket API

How to Configure VRF-Aware IPSec

- Configure the following elements to enable VRF aware IPSec:

  Crypto keyrings

  ISAKMP profiles

  ISAKMP profile on a crypto map

  Ignore extended authentication during IKE ph1 Neg(Opt.)

- Notice, only VRF-related commands are included on the following slides; follow IPSec config guide for the core IPSec configuration options and requirements

IPSec for MPLS VPNs Configuration Crypto Keyrings (Optional)

- **A crypto keyring is a repository of preshared and Rivest, Shamir, and Adelman (RSA) public keys; there can be zero or more keyrings on the Cisco IOS router**

crypto keyring keyring-name [**vrf *fvrf-name***]

- **The keyring is bound to FVRF; the key in the keyring is searched if the local endpoint is in FVRF; if VRF is not specified, the keyring is bound to the global**

IPSec for MPLS VPNs Configuration ISAKMP Profiles

- An ISAKMP profile is a repository for IKE Phase 1 and IKE Phase 1.5 configuration for a set of peers; an ISAKMP profile defines items such as keepalive, trustpoints, peer identities, and XAUTH AAA list during the IKE Phase 1 and Phase 1.5 exchange; there can be zero or more ISAKMP profiles on the Cisco IOS router

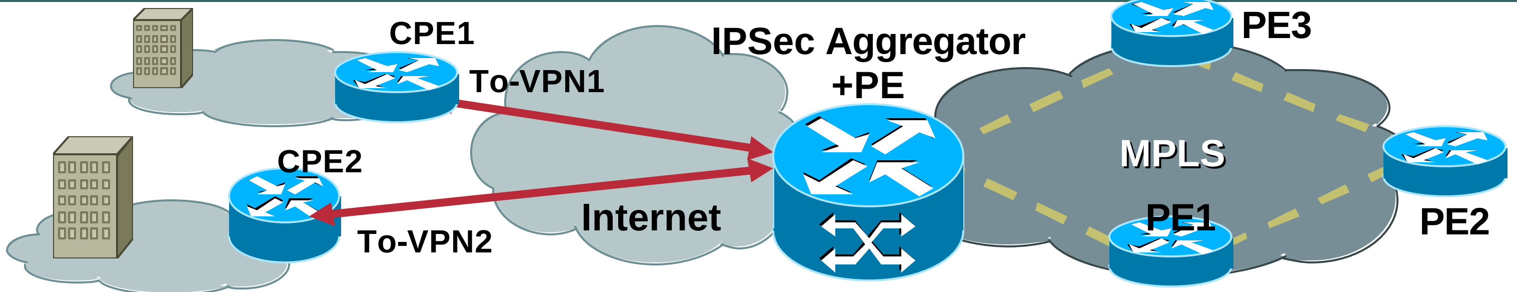
```
Router(conf-isa-prof)# vrf iVRFname
```

- Maps the IPSec tunnel to a VRF instance; the VRF also serves as a selector for matching the Security Policy Database (SPD); if the VRF is not specified in the ISAKMP profile, the IVRF of the IPSec tunnel will be the same as its FVRF

```
match identity {group group-name | address
address [mask] [fvrf]
```

The *fvrf argument* specifies that the address is in FVRF; match ID specifies the client IKE Identity (ID) that is to be matched

Static IPSec tunnels to MPLS VPN Sample Config



CPE1:

```
crypto isakmp policy 1
  encr 3des
  authentication pre-share
  group 2
crypto isakmp key vpn1 address 172.18.1.1
!
crypto ipsec transform-set vpn1 esp-3des esp-sha-hmac
!
crypto map vpn1 1 ipsec-isakmp
 set peer 172.18.1.1
 set transform-set vpn1
 match address 101
!
interface FastEthernet1/0
  ip address 172.16.1.1 255.255.255.0
  crypto map vpn1
!
interface FastEthernet1/1
ip address 10.2.1.1 255.255.0.0
!
access-list 101 permit ip 10.2.0.0 0.0.255.255 10.1.0.0 0.0.255.255
!
```

Aggregator-PE:

```
crypto keyring vpn1
pre-shared-key address 172.16.1.1 key vpn1
!
crypto isakmp policy 1
  encr 3des
  authentication pre-share
  group 2
!
crypto isakmp profile vpn1
   vrf vpn1
   keyring vpn1
   match identity address 172.16.1.1 255.255.255.255
!
crypto ipsec transform-set vpn1 esp-3des esp-sha-hmac
!
crypto map crypmap 1 ipsec-isakmp
  set peer 172.16.1.1
  set transform-set vpn1
  set isakmp-profile vpn1
  match address 101
!
interface Ethernet1/2
  ip address 172.18.1.1 255.255.255.0
  crypto map crypmap
!
ip route vrf vpn1 10.2.0.0 255.255.0.0 172.18.1.2 global
!
access-list 101 permit ip 10.1.0.0 0.0.255.255 10.2.0.0 0.0.255.255
```

VRF-AWARE CISCO IOS FIREWALL

Why VRF-Aware Cisco IOS Firewall?

- Virtualizes Cisco IOS FW components
- Offers single box solution reducing CAPEX/OPEX
  - SP can offer per VPN customized FW services in addition to VPNs
  - Includes support for all the options as in non-VPN Cisco IOS FW
  - Distributed or non-distributed models are supported
- Allows SP to offer managed FW services to protect customer intranet, extranet, VPNs, shared services segment

VRF-Aware Cisco IOS Firewall Architecture

- **Support overlapping address space**

  Cisco IOS FW is run as a single instance; for each VRF, run multiple instances along with VRF instances to be allocated to various VPNs

  Instantiate the data structure for each VRF and index them by table-id

  The firewall data structures whose indexes are not unique across VRFs are made unique by using associated table-id attributes to support overlapping address space

- **All firewall parameters, which are global are made per-VRF:**

  DoS parameters: max-incomplete low and high, one-minute low and high

  TCP parameters synwait-time, finwait-time and max-incomplete-host

  Statistical variables: number-of-packets-skipped, number-of-packets-dropped… etc.

VRF Aware Cisco IOS Firewall Architecture (Cont.)

- Firewall alert and audit-trail syslog messages

  Useful for the network administrators to manage the firewall: adjust FW parameters, add additional security policies, detect malicious sources and attacks, etc...

  Isolate the syslog messages per VRF

  VRF name corresponding to the VPN will be tagged along with each syslog message being logged

  VPN customers can examine logs for their own VPNs

- Per VRF URL Filtering

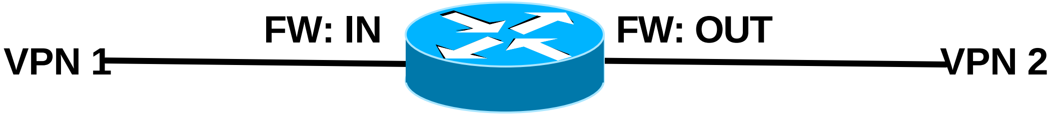
  URL Filter Server per VRF; server could be located in the services segment (could affect performance caused by large # of per-process TCP connections for large # of VRFs)

  Virtualize URL Filtering server; support multiple URL instances per VRF on a single server

  Send VPN-ID along with URL filter query request and forward the request to the corresponding URL Filter server instance based on the VPN-ID

VRF-Aware Cisco IOS Firewall Architecture (Cont.)

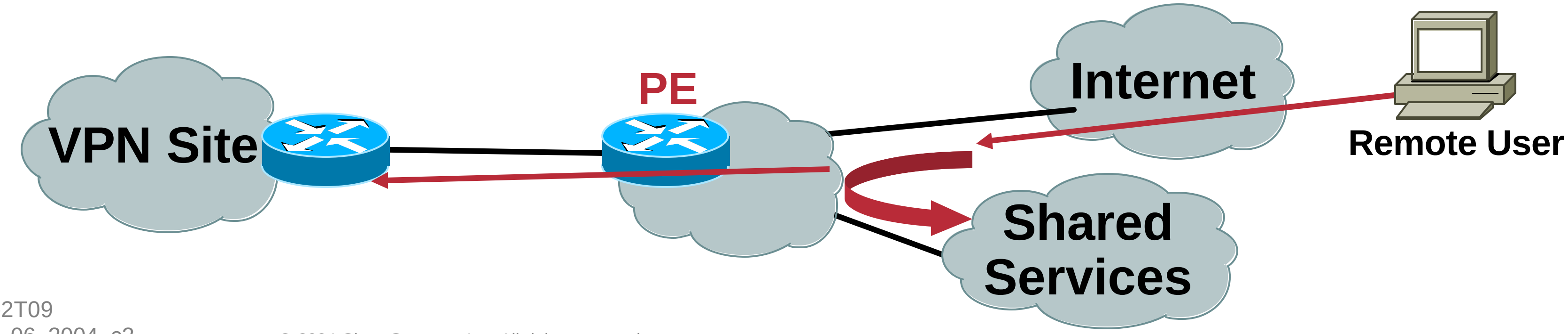
- Session control mechanism
  - To limit one VRF hogging all the resources
  - Session counter will be maintained for each firewall
  - Send Alert Message to syslog server when session exceeds max session limit; no new sessions allowed for this VRF
- VRF-VRF
  - Firewall policies applied on both inbound and outbound interfaces
  - The firewall on the inbound takes precedence over the FW on the outbound interface if there is conflict



  - Firewall rule on the outbound will be applied on a packet if none of the rules match on inbound

VRF-Aware Cisco IOS Firewall Architecture (Cont.)

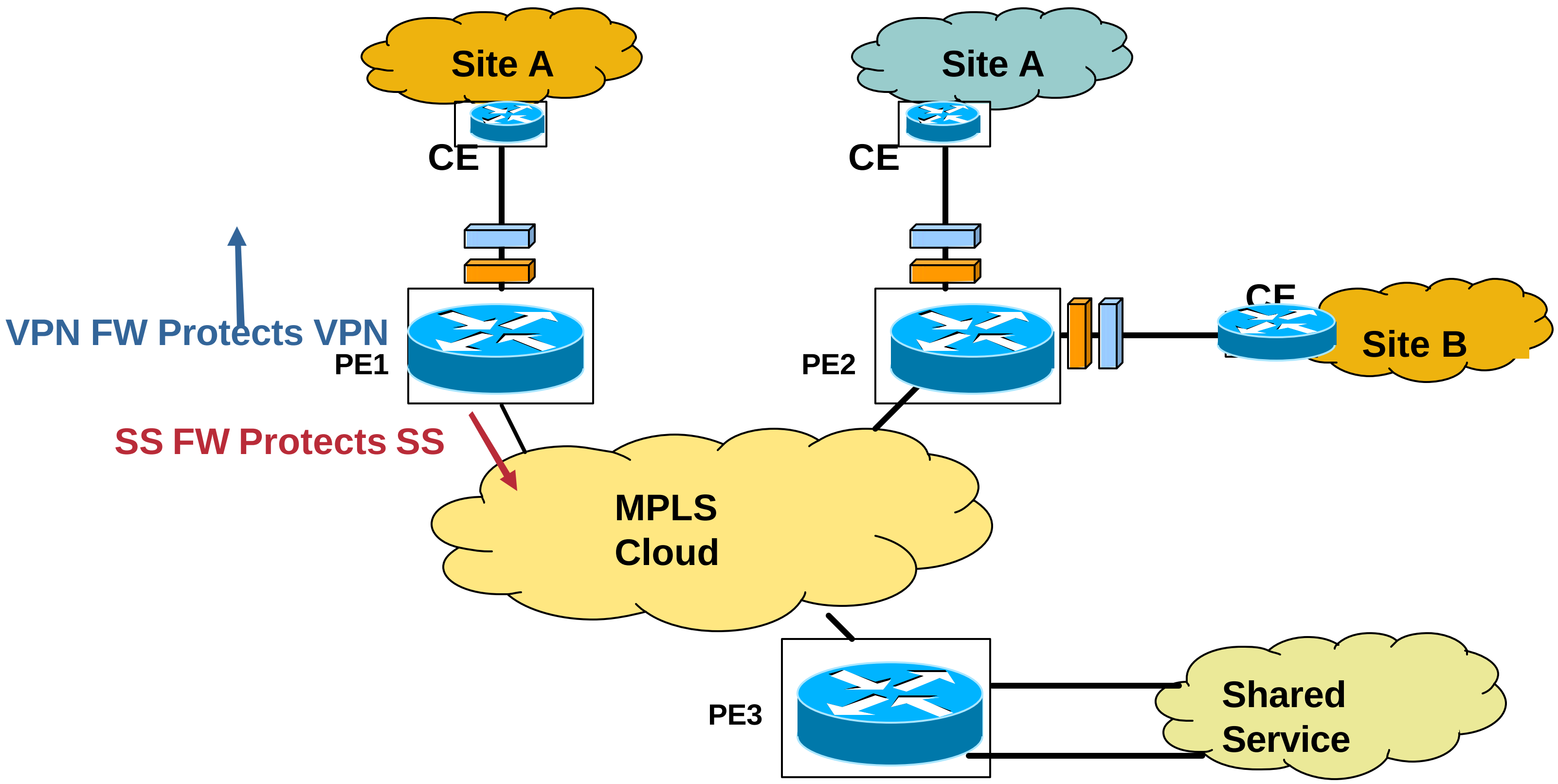
- FW with VRF aware NAT
  - Fully interoperates with NAT
  - Inherits limitations from NAT
- IPSec termination on a firewall PE
  - IPSec tunnel might terminate on the firewall PE
  - FW should be applied to inspect user traffic to/from user or shared services
  - In this case, remote users belonging to different VPNs terminate on a single interface, can't apply unique FW policies
  - These short comings will be solved by crypto virtual interfaces feature; apply FW policies on crypto virtual interfaces



Cisco IOS Firewall for MPLS VPNs Deployment Scenarios

- **Distributed model**
- **Hub-and-spoke model**
- **Virtual interface for VRF firewall**

VRF-Aware Cisco IOS Firewall Distributed Model



Site A

CE

Site A

CE

CE

Site B

VPN FW Protects VPN

PE1

PE2

SS FW Protects SS

MPLS Cloud

PE3

Shared Service

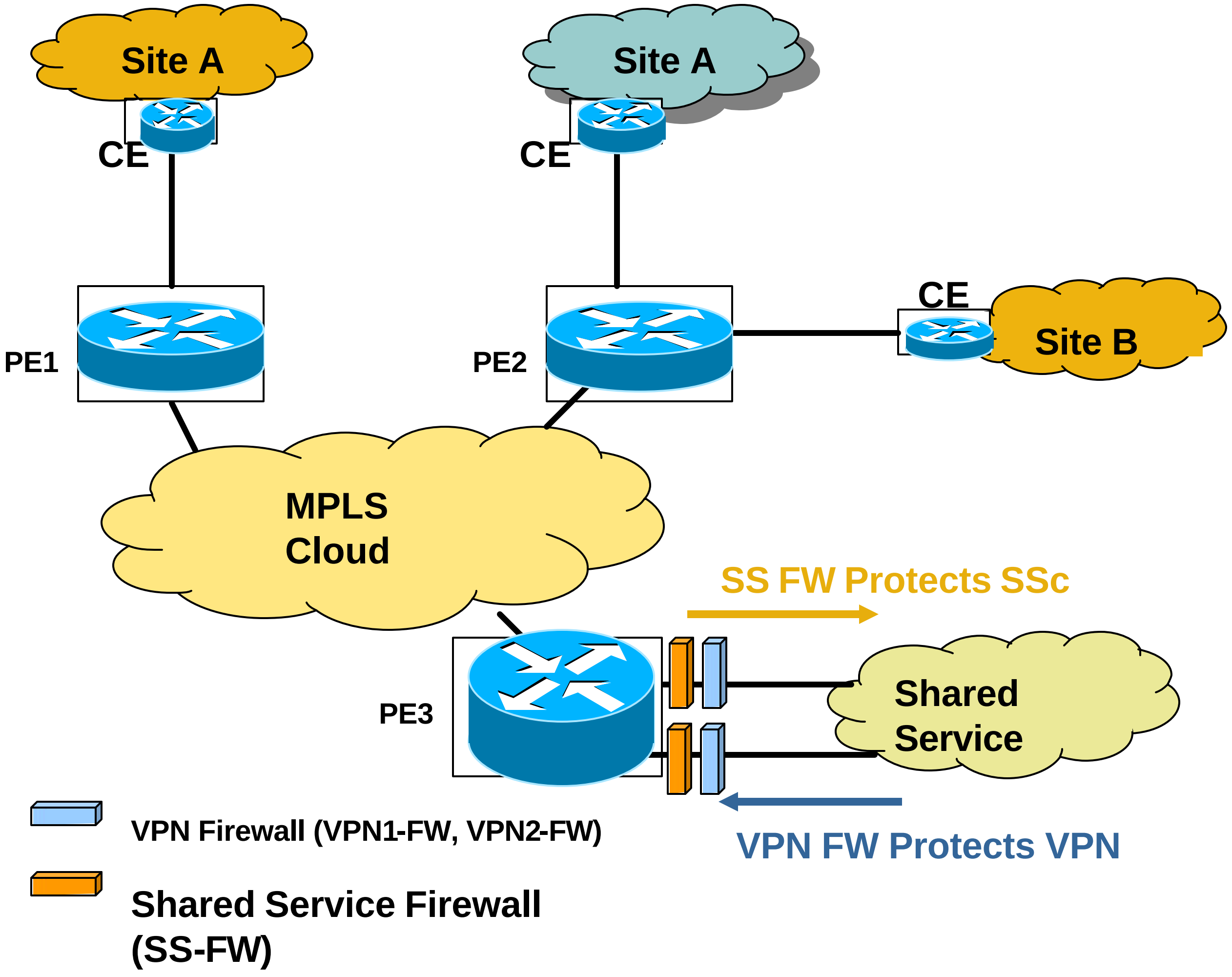
🟦 VPN Firewall (VPN1-FW, VPN2-FW)

🟧 Shared Service Firewall (SS- FW)

VRF-Aware Cisco IOS Firewall Distributed Model

- Pros
  - Firewall processing load is distributed to participating PEs
  - Firewall features can be deployed in the inbound direction
  - Shared services is protected @ ingress, malicious packets from VPNs don’t travel through the network
- Cons
  - MPLS cloud is open to the shared services; malicious packets from shared services travel through MPLS NW
  - Shared service FW features can’t be deployed in the inbound direction
  - Distributed provisioning, management, and troubleshooting

VRF-Aware Cisco IOS Firewall Hub-and-Spoke Model



Site A

CE

Site A

CE

CE

Site B

PE1

PE2

MPLS Cloud

SS FW Protects SSc

PE3

Shared Service

VPN FW Protects VPN

▭ VPN Firewall (VPN1-FW, VPN2-FW)

▭ Shared Service Firewall (SS-FW)

VRF-Aware Cisco IOS Firewall Hub-and-Spoke Model

- **Pros**
  - **Firewall deployed centrally, easier prov., mgmt, troubleshooting**
  - **Shared services FW can be applied in the inbound direction**
  - **VPN site is protected from shared service at egress PE itself; malicious packets from shared service will be filtered at this PE before they enter into MPLS cloud**
- **Cons**
  - **VPN firewall features can not be deployed in the inbound direction**
  - **MPLS cloud is open to the VPN site; the malicious packets from VPN sites will be filtered only at egress PE—after traveling through all core routers**

VRF-Aware Cisco IOS Firewall Virtual Interface for VRF FW

- Per VPN virtual interface in between MPLS and shared service sub-interface. Deploy VPN and shared service firewall features on virtual interface and VPN on sub-interface respectively
- Overcomes the limitations of hub-spoke and distributed models
- Create virtual interfaces to support FW for inbound VPN and shared services
- Will be supported in the subsequent release

VRF-Aware Cisco IOS Firewall Configuration

1. Define firewall rules for VPN and shared services… etc.

```
ip inspect name <policy> vrf <vrf name>
ip inspect name bank-vpn-fw ftp vrf bank
```

2. Apply this rule to in/out on a VRF interface

```
interface Ethernet0/1.10
description VPN Site Bank(CE) to PE1
ip inspect bank-vpn-fw in
```

VRF-Aware Cisco IOS Firewall Restrictions

Firewall on the MPLS Interface: It Is Not Recommended to Apply Firewall Policies on the MPLS Interfaces:

1. Firewall on MPLS interface will be treated as global firewall hence VPN-specific instantiation will not happen
2. ACL is not supported on the MPLS interface (not VRF aware, thus configuring firewall without an ACL makes less sense)

Agenda

- Managed IP Services
- Managed Security Services
- SP Edge Redundancy
- Shared Management

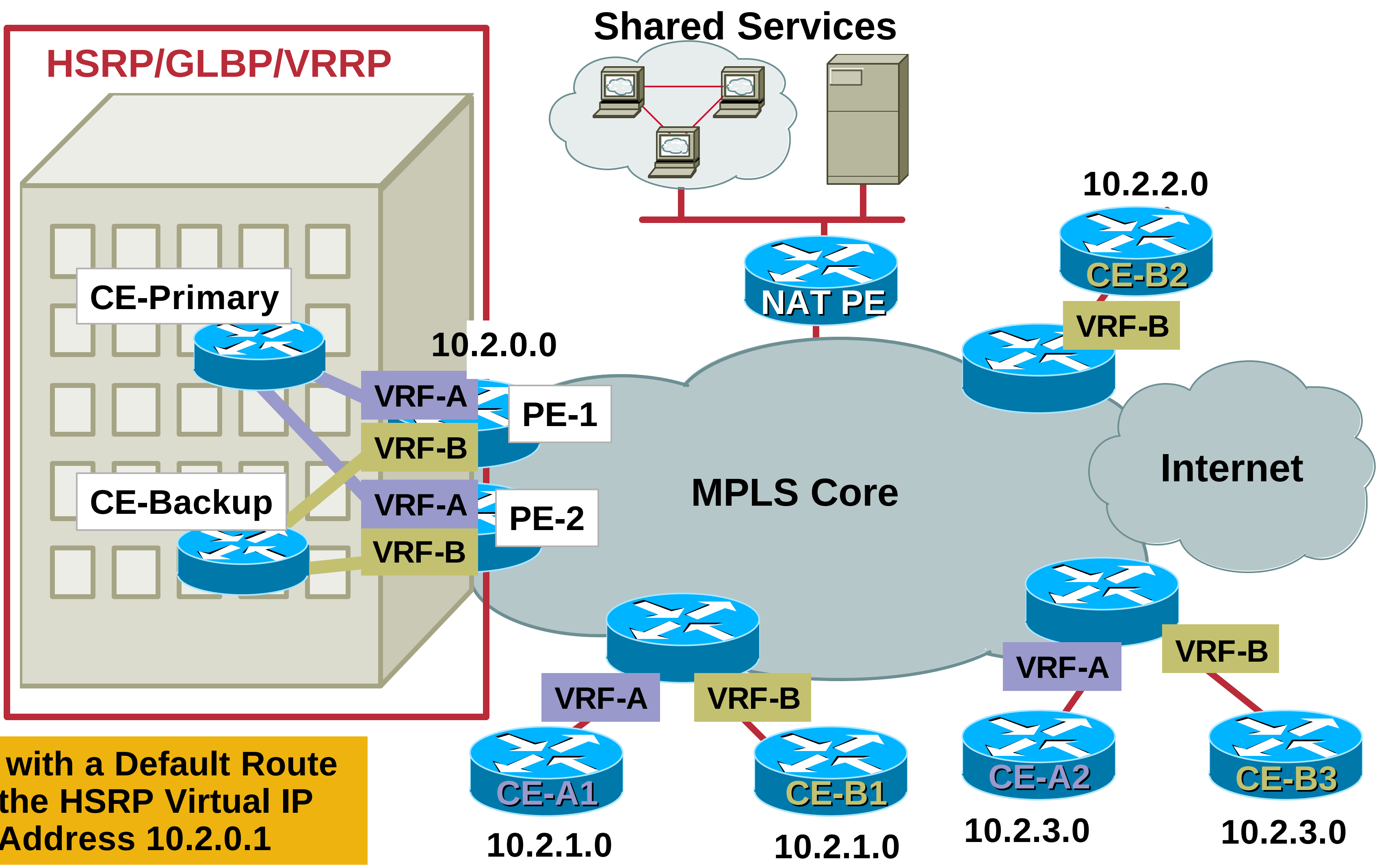
IP Redundancy Solutions

- Customer's dependence on shared services increases the requirement for redundancy
- Several hot spots in the network
  - Customer edge, provider edge, single crossing point in the core
- Provides redundant first-hop access into the Service Provider network to protect against first-hop router failure
  - If a gateway router fails, others in the cluster automatically take over
- IP redundancy solutions must operate on a per VRF basis in order to function at the edge
  - Provides transparent redundancy connected workstations or routers in a VPN

HSRP Enhancements

- HSRP adds Address Resolution Protocol (ARP) entries and IP hash table entries (aliases) using the default routing table instance
- ARP and Internet Control Message Protocol (ICMP) echo requests for the HSRP virtual IP address will fail since a different routing table instance is used when VRF forwarding is configured on an interface
- The HSRP Support for MPLS VPNs feature ensures that the HSRP virtual IP address is added to the correct IP routing table and not to the default routing table
- Useful when an Ethernet is connected between two PEs

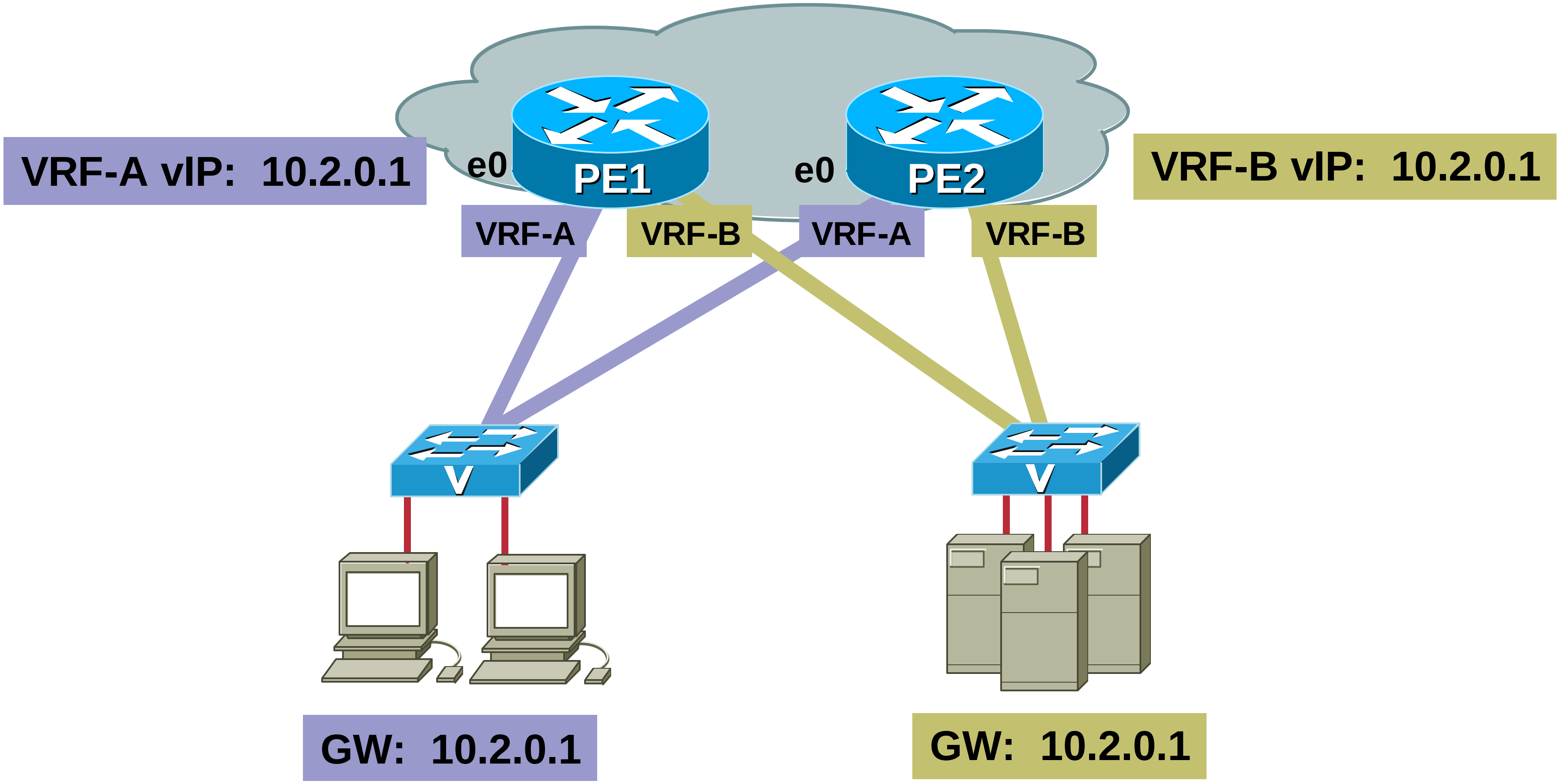
VRF-Aware HSRP Example



CEs with a Default Route to the HSRP Virtual IP Address 10.2.0.1

VRF-Aware HSRP Example

Hosts Access a Virtual IP Address that Represents a Cluster of Gateway Routers: 10.2.0.1



MPLS VPN HSRP Configuration

PEs with HSRP Running between Their VRF Interfaces
CEs Configured with HSRP Virtual IP Address as Its Default Route

Router PE1 Configuration

```
!
 ip vrf vrf-A
  rd 100:1
  route-target export 100:1
  route-target import 100:1
 !
 interface ethernet0
  ip vrf forwarding vrf-A
  ip address 10.2.0.3 255.255.0.0
  standby 1 ip 10.2.0.1
  standby 1 priority 105 preempt delay 10
  standby 1 timers 1 3
  standby 1 track ethernet1 10
  standby 1 track ethernet2 10
```

Router PE2 Configuration

```
!
 ip vrf vrf-A
  rd 100:1
  route-target export 100:1
  route-target import 100:1
 !
 interface ethernet0
  ip vrf forwarding vrf-A
  ip address 10.2.0.2 255.255.0.0
  standby 1 ip 10.2.0.1
  standby 1 priority 100 preempt delay 10
  standby 1 timers 1 3
  standby 1 track ethernet1 10
  standby 1 track ethernet2 10
```

Agenda

- Managed IP Services
- Managed Security Services
- SP Edge Redundancy
- Shared Management

VRF-AWARE SNMP INFRASTRUCTURE

Why VRF-Aware SNMP Infrastructure?

- Enhance SNMP infrastructure to support MPLS VPNs specific requirements
- Enable customers to manage Cisco devices in a VPN environment using SNMP
- Enhance relevant MIBs to support MPLS VPN specific environment

VRF-Aware SNMP Infrastructure Enhancements

- This framework requires an agreement between manager and agent entities on a mapping between SNMP SecurityNames and the VPN Ids
- IP SNMP (UDP) transport process has been modified to allow SNMP receive and respond to request from VPN interfaces (VRF tables)
- Support multiple (instead of a single) context (per VRF) at the agent initialization time
- MIB instrumentation has been enhanced so it can maintain MIB data of different VPNs and provide a secure way to access the MIB data within the framework provided by SNMPv3
- MIBs which are made VPN aware, must use context-name as parameter to retrieve the instances of objects in different contexts, store or modify data in different (relevant) contexts
- Community string should include VRF name since SNMP v1/v2C doesn’t have security; if a request is coming through a VRF interface, it must include VRF name, otherwise the request will not be processed

Summary

- Cisco to continue enhancing feature sets to support innovative services that work over a single infrastructure

CISCO SYSTEMS®

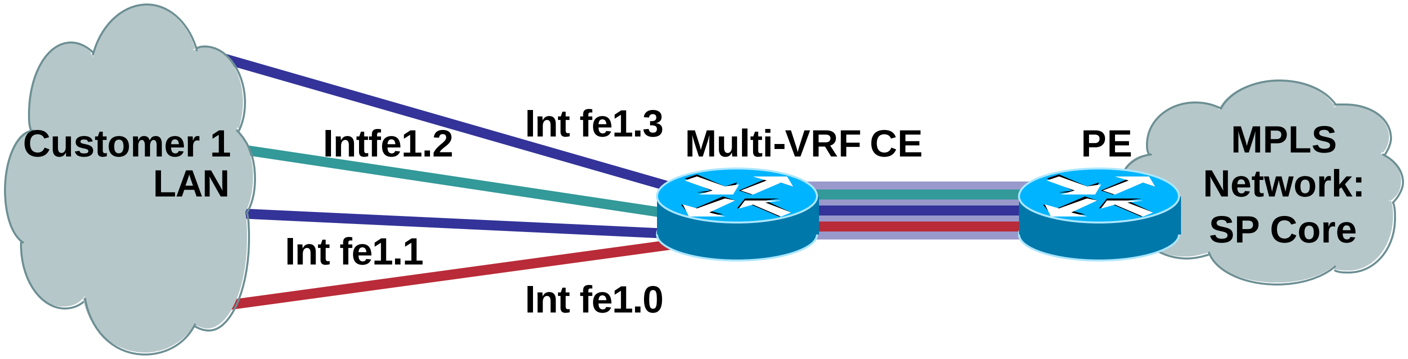
NETWORK INTEGRATION WITH MPLS: ADVANCED L3 VPN SERVICES MODELS AND MECHANISMS

Agenda

- Multi-VRF
- Remote Access to MPLS Solutions
  - VRF Select
  - Half Duplex VRFs
  - VPNID
- InterProvider Solutions
  - Inter-AS Service Models
  - RT Rewrite, ipV4BGP Label Distribution
  - Carrier Supporting Carrier Service Models
  - VRF-Aware MPLS Static Labels
- Multipath Load Balancing

Multi-VRF Architecture

Extend VPN Functionality to Customer Edge Router to Offer Privacy and Separation without Full PE Functionality

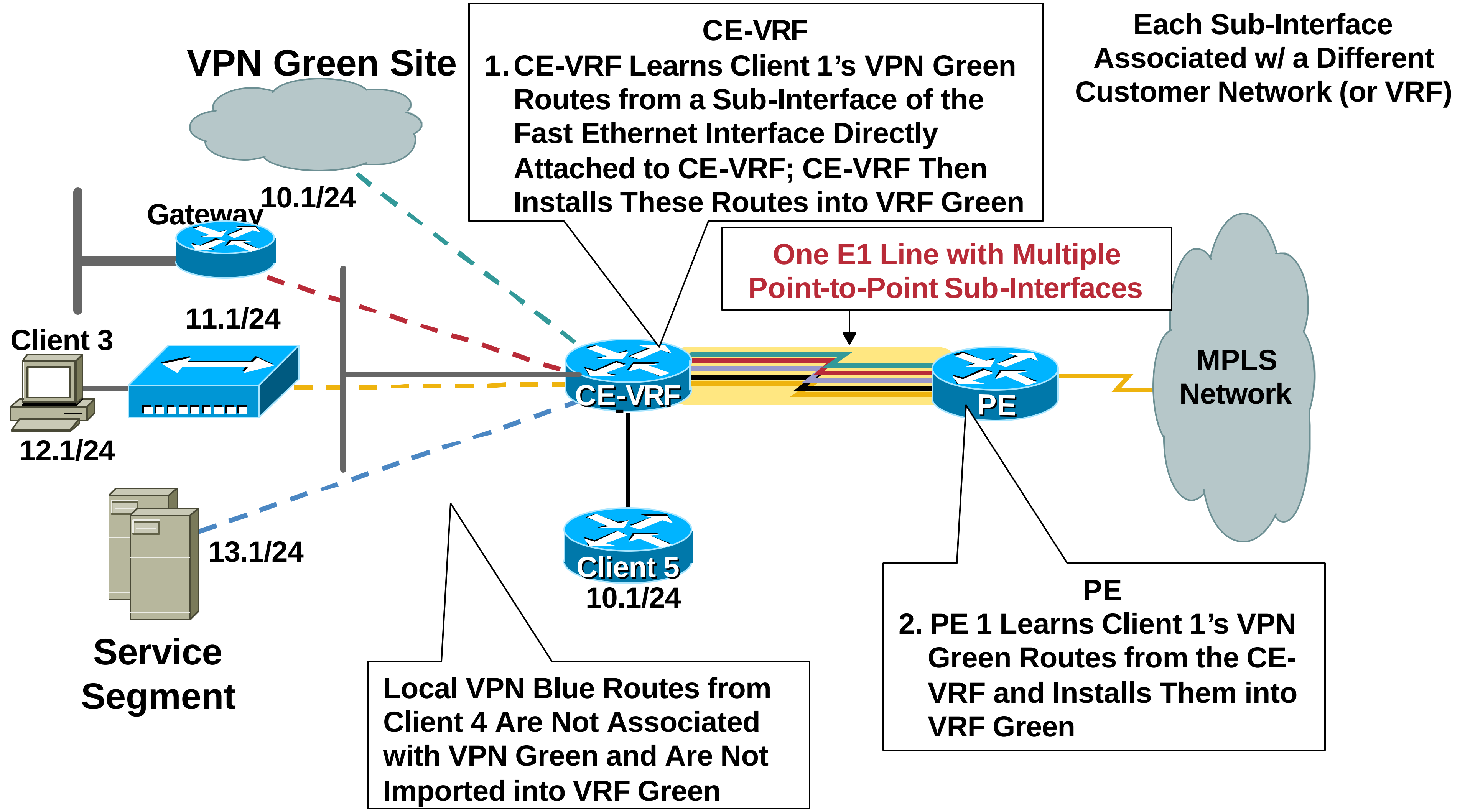


- Each ingress interface is bound to a VRF
- Each sub-interface associated is bound to different VRF
- Pair of ingress/egress interface can be mapped to the same VRF
- Separate dedicated VRF instances + a global routing table

Multi-VRF Benefits

- Reduces number of edge devices per VPN (metro area, multi-tenant bldg, multi-VLAN support… etc.)
- No MPLS functionality on the CE, no CE-PE label exchange
- Overlapping address space is supported
- No VRF ID or labels are created and/or used in the control or Forwarding Plane
- No MP-BGP meshing required with remote PEs, less # of routing tables to manage
- Same routing protocol support as in normal VRF
- Local inter-VRF routing is supported
- CE supports int. that support sub-ints (FE, FR, ATM,…)

Multi-VRF Operational Model



CE-VRF

1. CE-VRF Learns Client 1’s VPN Green Routes from a Sub-Interface of the Fast Ethernet Interface Directly Attached to CE-VRF; CE-VRF Then Installs These Routes into VRF Green

Each Sub-Interface Associated w/ a Different Customer Network (or VRF)

One E1 Line with Multiple Point-to-Point Sub-Interfaces

Local VPN Blue Routes from Client 4 Are Not Associated with VPN Green and Are Not Imported into VRF Green

PE

2. PE 1 Learns Client 1’s VPN Green Routes from the CE-VRF and Installs Them into VRF Green

MULTI-VRF APPLICATIONS

Multi-VRF Applications

1. **Provide Internet and VPN services using the same CE**

   Traffic separation on VRF lite CE instead of on a PE; public and private traffic are kept separate

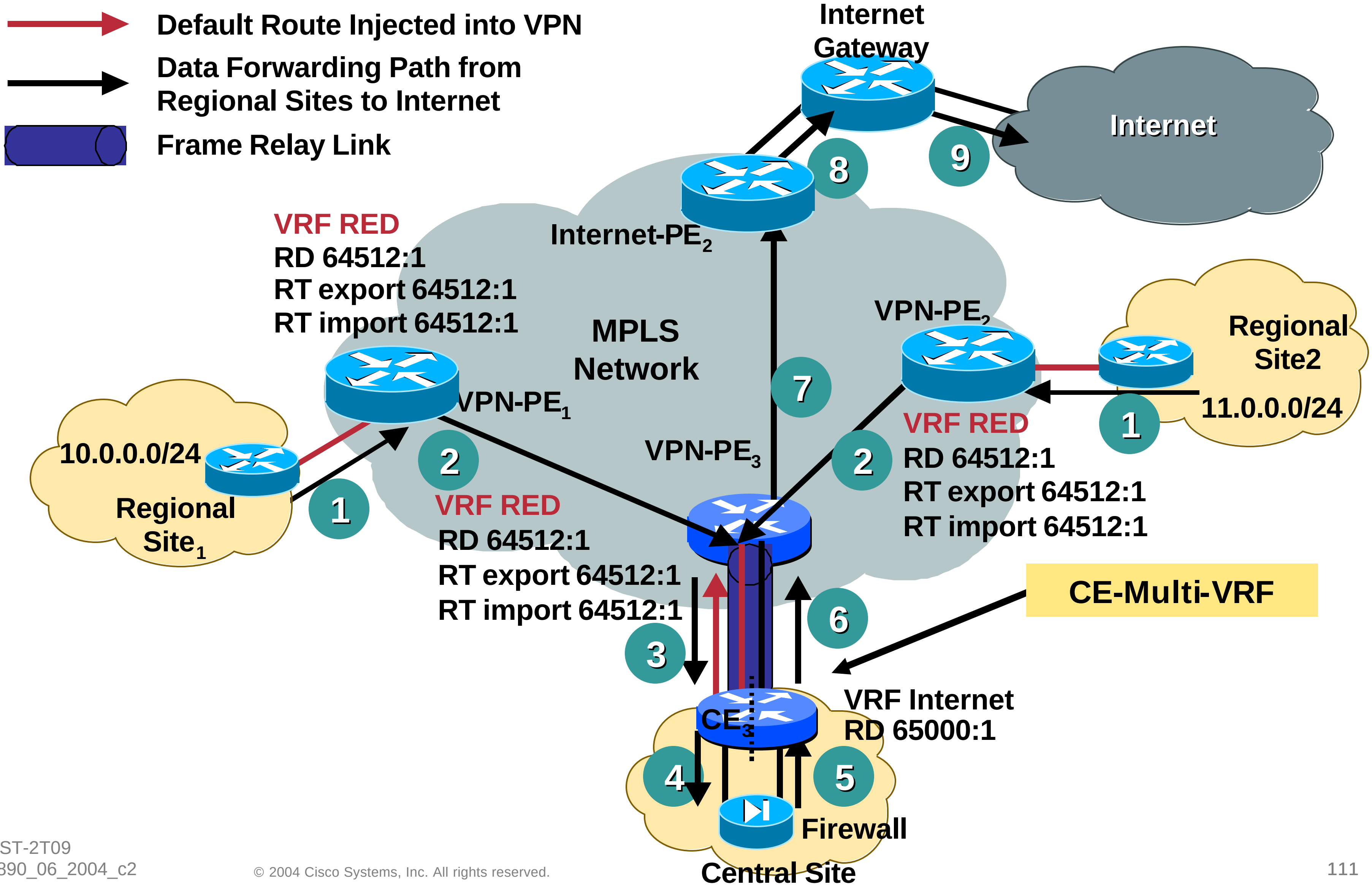
   There is an option to put Internet table in a VRF on a CE

2. **Provide VLAN-based VPN services**

3. **Implement multiple VPNs in a customer site using single router in a multi-tenant environment**

4. **L3 VLAN Service Model**

Application 1: Internet and VPN Services Using a Single CE

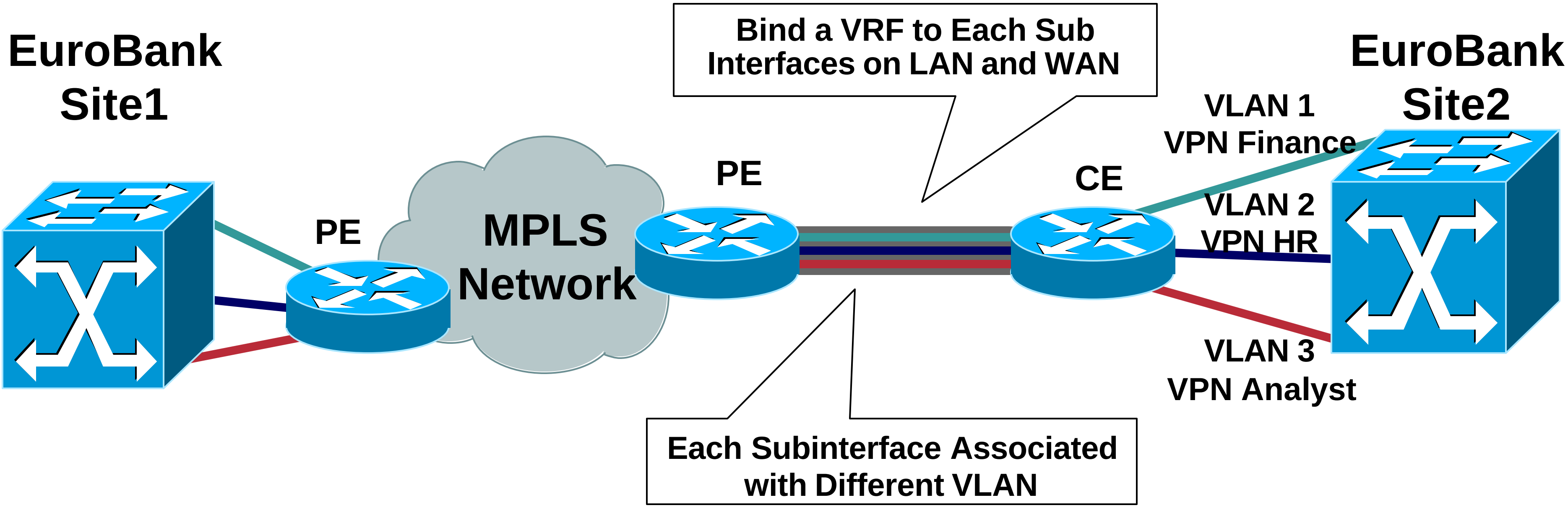


🟥 Default Route Injected into VPN

■ Data Forwarding Path from Regional Sites to Internet

▬ Frame Relay Link

Application 2:
VLAN-Based VPN Services

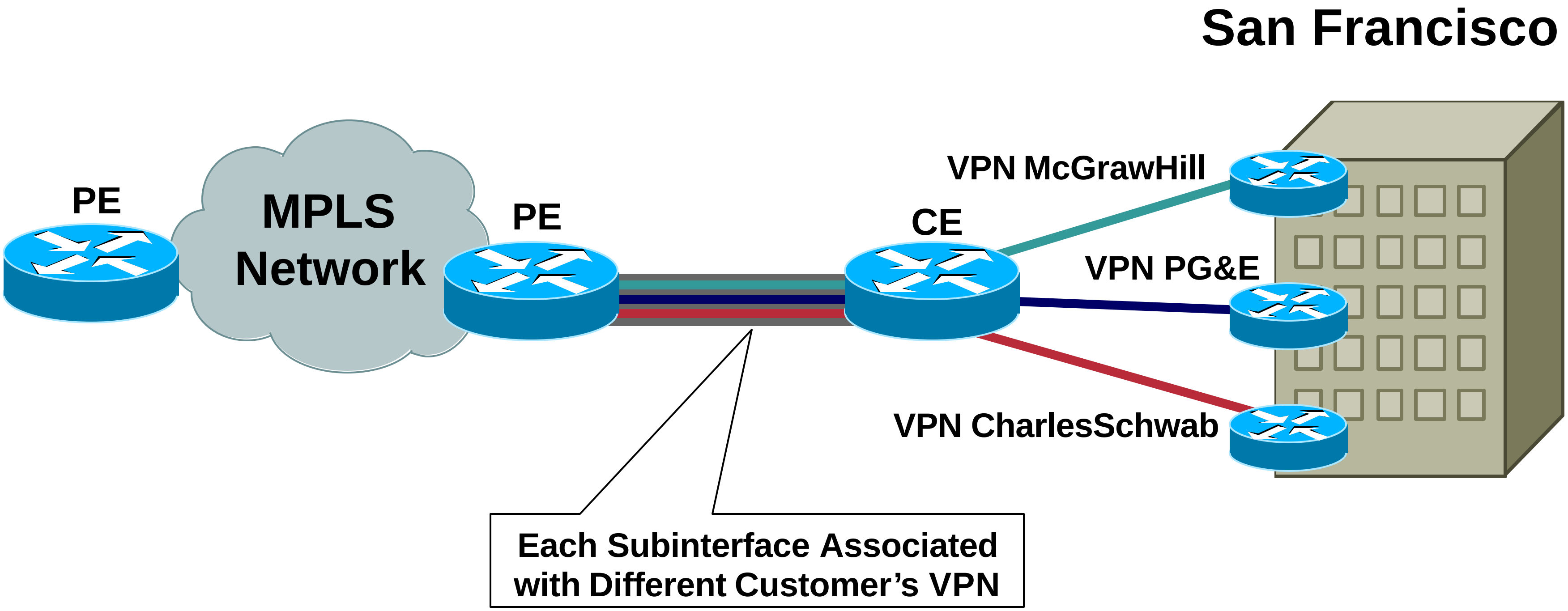


Bind a VRF to Each Sub Interfaces on LAN and WAN

Each Subinterface Associated with Different VLAN

Alternate Method Would Be to Use Inbound/Outbound ACLs or Different Routing Protocols (Do Not Redistribute)! Neither Are Scalable!

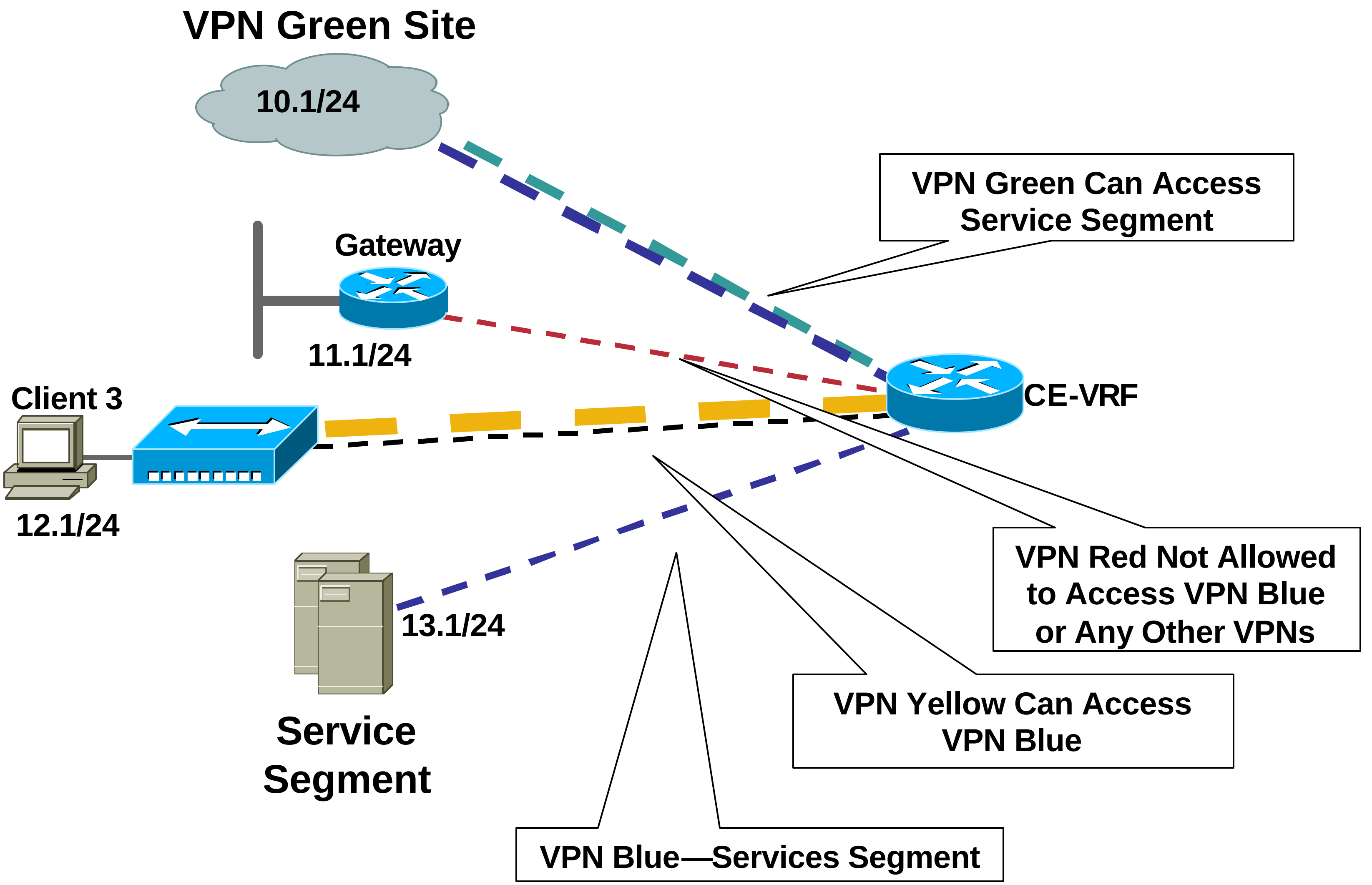
Application 3:
MetroEther: Multi-Tenant Building



Each Subinterface Associated with Different Customer’s VPN

Alternate Method Would Be to Use Inbound/Outbound ACLs or Different Routing Protocols (Do Not Redistribute)! Neither Are Scalable!

Application 4:
L3 VLAN Service Model



REMOTE ACCESS TO MPLS SOLUTIONS: VRF SELECT

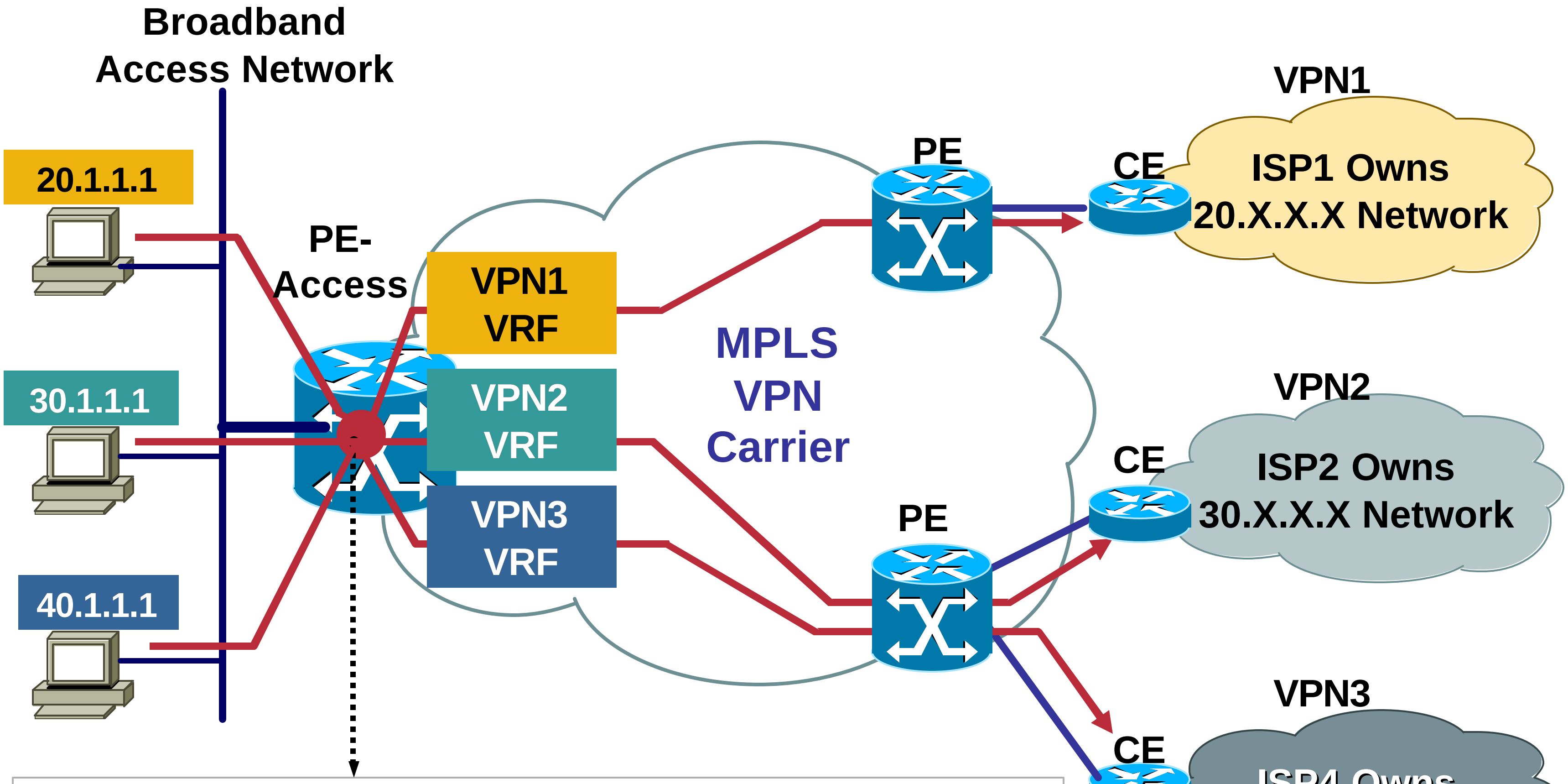
Why VRF Select?

- Flexible solution for access providers
- Allows access providers to map DSL/cable customers to any ISP that provides VPN capabilities
- Allows remote users to connect to VPNs, irrespective of access provider
- Eliminates the dependence on physical interface to VRF binding
- Better alternative to policy-based routing

How VRF Select Works

- **De-couple the association between VRF and an interface and populate a source IP address table used to select VRF**
- **VRF selection is performed at the ingress interface on the PE router**
- **Use a two-table lookup mechanism at the ingress interface of the PE router; perform:**
    1. **'Criteria Selection' table look up to select a VRF table**
    2. **Look up the destination IP address of the packet on the selected VRF table to determine the output int. and adjacency**

VRF Select: Deployment Scenario



- VRF select decouples the interface with a VRF
- The VRF selection will be based on the source address of the incoming traffic

VRF Select Configuration Process on an Access PE

- Create a VRF Routing Table

```
Access-PE(config)# ip vrf VPN1
Access-PE(config-vrf)# rd 100:1
Access-PE(config-vrf)# route-target export 100:1
Access-PE(config-vrf)# route-target export 100:1
```

- Define VRF Selection Entries

```
Access-PE(config)# vrf selection source 20.0.0.0 255.0.0.0 vrf vpn1
Access-PE(config)# vrf selection source 30.0.0.0 255.0.0.0 vrf vpn2
```

- Define Static Routes for a VRF

```
Access-PE(config)# ip route vrf  vpn1 20.0.0.0 255.0.0.0 pos1/0
Access-PE(config)# ip route vrf  vpn1 30.0.0.0 255.0.0.0 pos1/0
```

- Configure VRF Selection on the interface

```
Access-PE(config)# interface pos1/0
Access-PE(config-if)# ip vrf select source
Access-PE(config-if)# ip vrf receive vpn1
Access-PE(config-if)# ip vrf receive vpn2
```

- Configure BGP for VRF Selection

```
Access-PE(config)# address-family ipv4 vrf vpn2
Access-PE(config)#  redistribute static
```

REMOTE ACCESS TO MPLS SOLUTIONS: HALF DUPLEX VRFS (HDV)

Why Half Duplex VRFs?

Problem

- Only way to implement hub-and-spoke topology: put every spoke into a single and unique VRF

  To ensure that spokes do not communicate directly

- Single VRF model does not include HDV

  Impairs the ability to bind traffic on the upstream ISP Hub

Solution

- Support hub-and-spoke model without 1 VRF per spoke site
- The wholesale SPs can provide true hub-and-spoke connectivity to subscribers that can be connected:

  To the same or different PE-router(s)

  To the same or different VRFs, via the upstream ISP

Technical Justification

Problem

- PE requires multiple VRF tables for multiple VRFs to push spoke traffic via hub
- If the spokes are in the same VRF (no HDV), traffic will be switched locally and will not go via the hub site

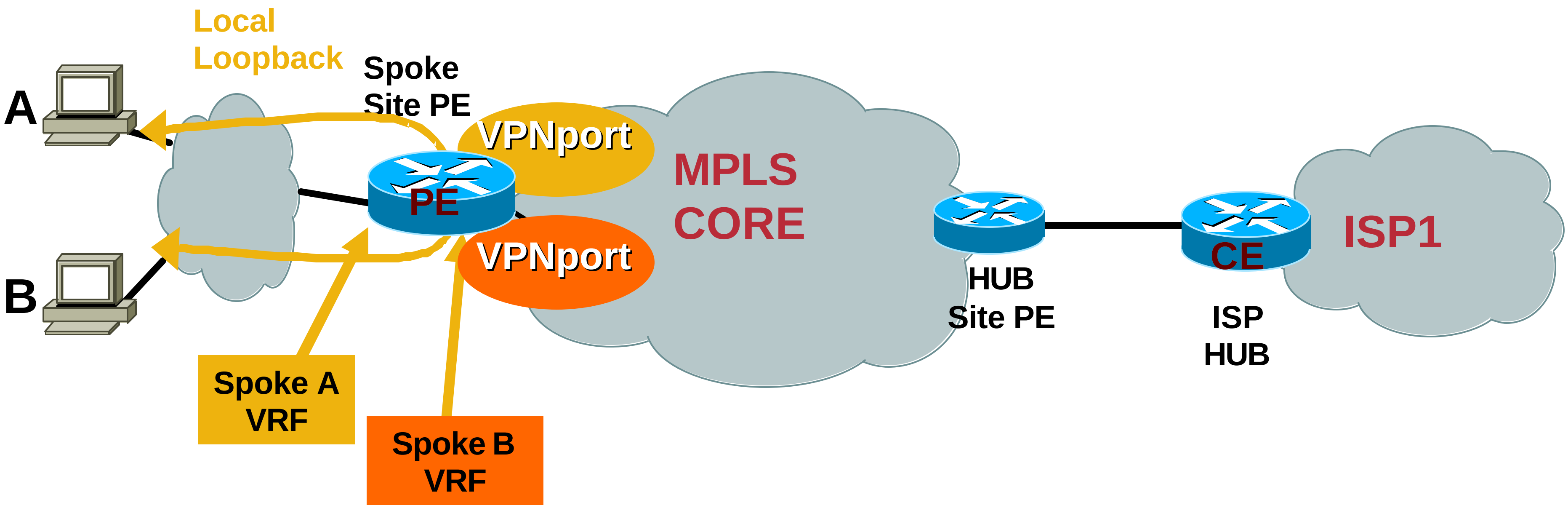
Solution

- HDVs allows all the spoke site routes in one VRF

Benefit

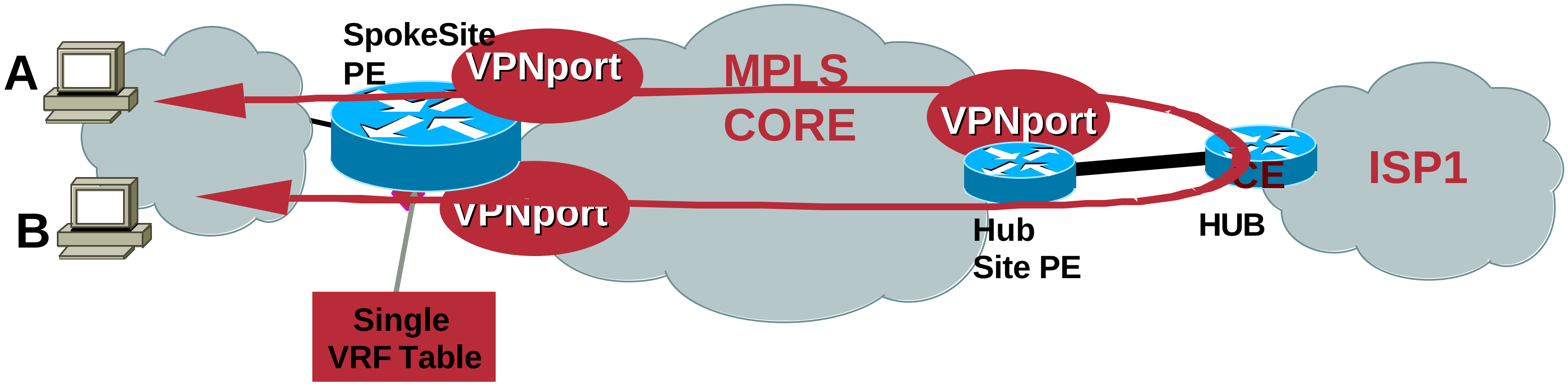
- Scalability for RA to MPLS connections
- Reduces memory requirements by using just two VRF tables
- Simplifies provisioning, management, and troubleshooting by reducing the number of Route Target and Route Distinguisher configuration

Hub-and-Spoke Connectivity without HDV Requires Dedicated VRF Tables per Spoke



- All the spokes in the same VPN (yellow)
- Traffic will get switched locally
- Dedicated (separate) VRF per spoke is needed to push all traffic through upstream ISP Hub

Hub-and-Spoke Connectivity with HDV Using a Single VRF



- **If two subscribers of the same service terminate on the same PE-router, then traffic between them can be switched locally at the PE-router (as shown), which is undesirable**
- **All inter-subscriber traffic needs to follow the default route via the Home Gateway (located at upstream ISP)**
- **Traffic doesn’t get switched locally**

HDV Supported Features

- IP unnumbered any point-to-point interfaces

  Virtual access/template interfaces

- Spokes connected to Spoke PE or the Hub PE
- Subscriber using single or multiple ISPs
- Reverse Path Forwarding (RPF)

  Used by Service Provider determine the source IP address of an incoming IP packet and ascertain whether it entered the router via the correct inbound interface

  Concern: HDV populates a different VRF than the one used for “upstream” forwarding

  Solution: Extend the RPF mechanism so the “downstream” VRF is checked; enable RPF extension using:

```
ip verify unicast reverse-path <downstream vrfname>
```

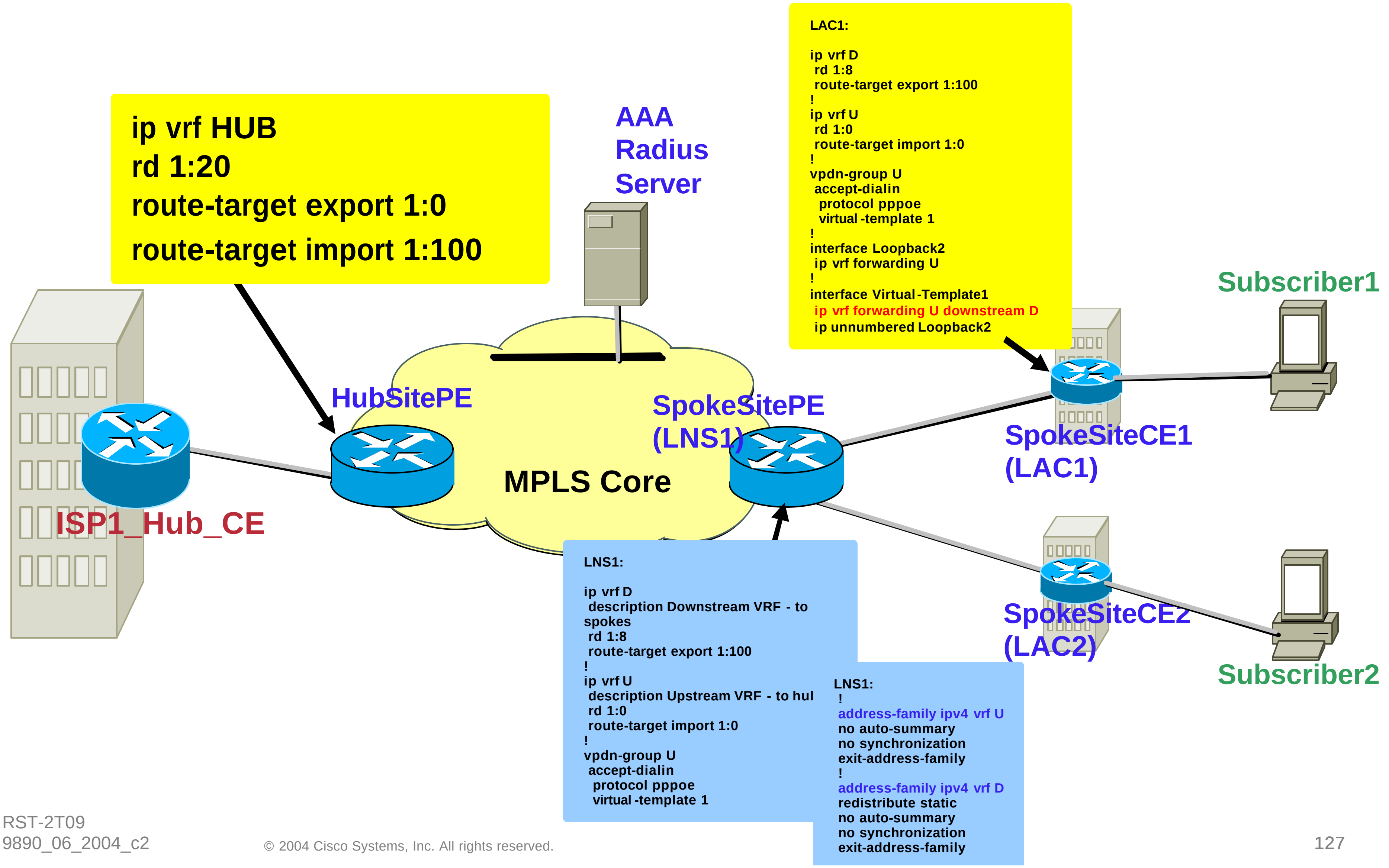
Sample Configuration

- **Each VRF is created on the Spoke PE-router (LAC) before PPPoA or PPPoE client connections are established**

```
ip vrf U
 rd 10:26
 route-target import 10:26
!
ip vrf D
 rd 10:27
 route-target export 10:27
```

- **Upstream VRF:**
  - **Used for forwarding packets from spokes to hub & contains a static default route**
  - **Imports the default route from the Hub PE router (@WholeSale Provider)**
  - **Only requires a route-target import statement**
- **Downstream VRF:**
  - **Used for forwarding packets from hub to spoke**
  - **Contains a /32 route to a subscriber (installed from PPP)**
  - **Used to export all of the /32 (virtual-access ints) addresses toward the Hub PE-router; only requires a route-target export command**

HDVRF Deployment Topology



```
ip vrf HUB
rd 1:20
route-target export 1:0
route-target import 1:100
```

```
LAC1:

ip vrf D
 rd 1:8
 route-target export 1:100
!
ip vrf U
 rd 1:0
 route-target import 1:0
!
vpdn-group U
 accept-dialin
  protocol pppoe
  virtual -template 1
!
interface Loopback2
 ip vrf forwarding U
!
interface Virtual-Template1
 ip vrf forwarding U downstream D
 ip unnumbered Loopback2
```

```
LNS1:

ip vrf D
 description Downstream VRF - to
spokes
 rd 1:8
 route-target export 1:100
!
ip vrf U
 description Upstream VRF - to hul
 rd 1:0
 route-target import 1:0
!
vpdn-group U
 accept-dialin
  protocol pppoe
  virtual -template 1
```

```
LNS1:
 !
 address-family ipv4 vrf U
 no auto-summary
 no synchronization
 exit-address-family
 !
 address-family ipv4 vrf D
 redistribute static
 no auto-summary
 no synchronization
 exit-address-family
```

Half Duplex VRF Functionality

1. HDVs are used in only one direction by incoming traffic

   Ex: upstream toward the MPLS VPN backbone or downstream toward the attached subscriber

2. PPP client dial, and is authenticated, authorized, and assigned an IP address

3. Peer route is installed in the downstream VRF table

   One single downstream VRF for all spokes in the single VRF

4. To forward the traffic among spokes (users), upstream VRF is consulted at the Spoke PE and traffic is forwarded from a Hub PE to Hub CE

   Return path: downstream VRF is consulted on the Hub PE before forwarding traffic to appropriate spoke PE and to the spoke (user)

5. Source address look up occurs in the downstream VRF, if unicast RPF check is configured on the interface on which HDV is enabled

VPNID

VPNID

- Standard specification as described in RFC 2685
- VPNID identifies MPLS VPNs for simpler and consistent management purposes
- Not used in any control plane or forwarding plane functionality
- VRF name or VPNID can be used to reference a VPN
- Use a unique VPNID for each VPN, configure this consistently on all the associated PEs
- Remote access applications, such as RADIUS and DHCP can use the MPLS VPN ID to identify a VPN. RADIUS can use the VPN ID to assign dial-in users to the proper VPN, based on each user's authentication information
- Can be used in any MPLS VPN topology: inter-provider or single service provider implementations

VPNID Configuration

- **VPNID components:**

  vpn id oui:vpn-index

  oui (universal LAN MAC addresses assigned by IEEE Registration authority-3octets hex #)

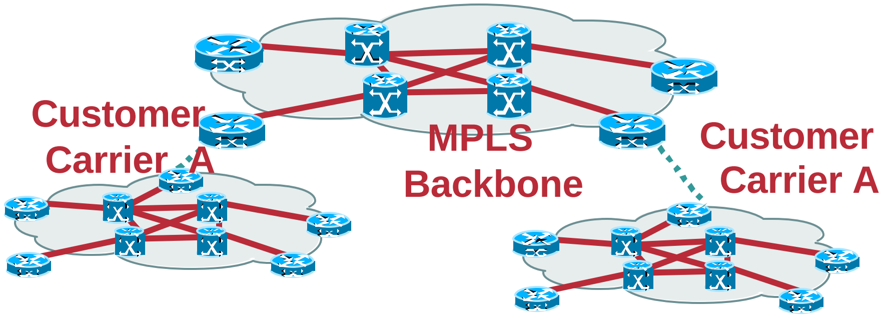
  vpn-index (4-octet hex #, identifies each VPN within a company

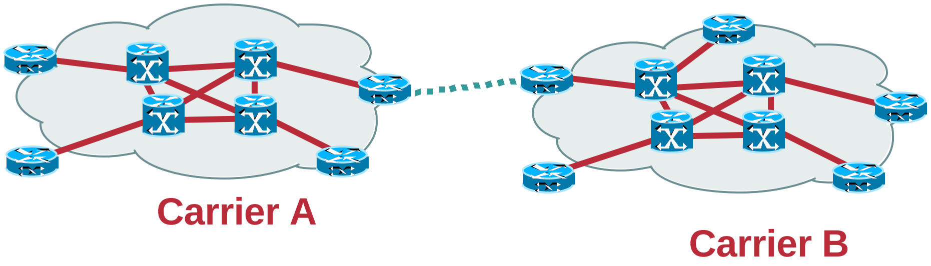
- **Sample config:**

```
!
ip vrf Cisco
 vpn id 36B:10
!
```

INTER-PROVIDER SOLUTIONS: INTER-AS MPLS-VPN

CsC vs. Inter-AS





CSC

- Client-server topologies
- ISP or MPLS VPN provider is a customer of another MPLS VPN backbone provider
- MPLS VPN backbone services needed between the same carrier POPs
- Subscribing Service Provider may or may not have been MPLS-enabled
- Customer’s sites do not distribute reachability information to the backbone carrier

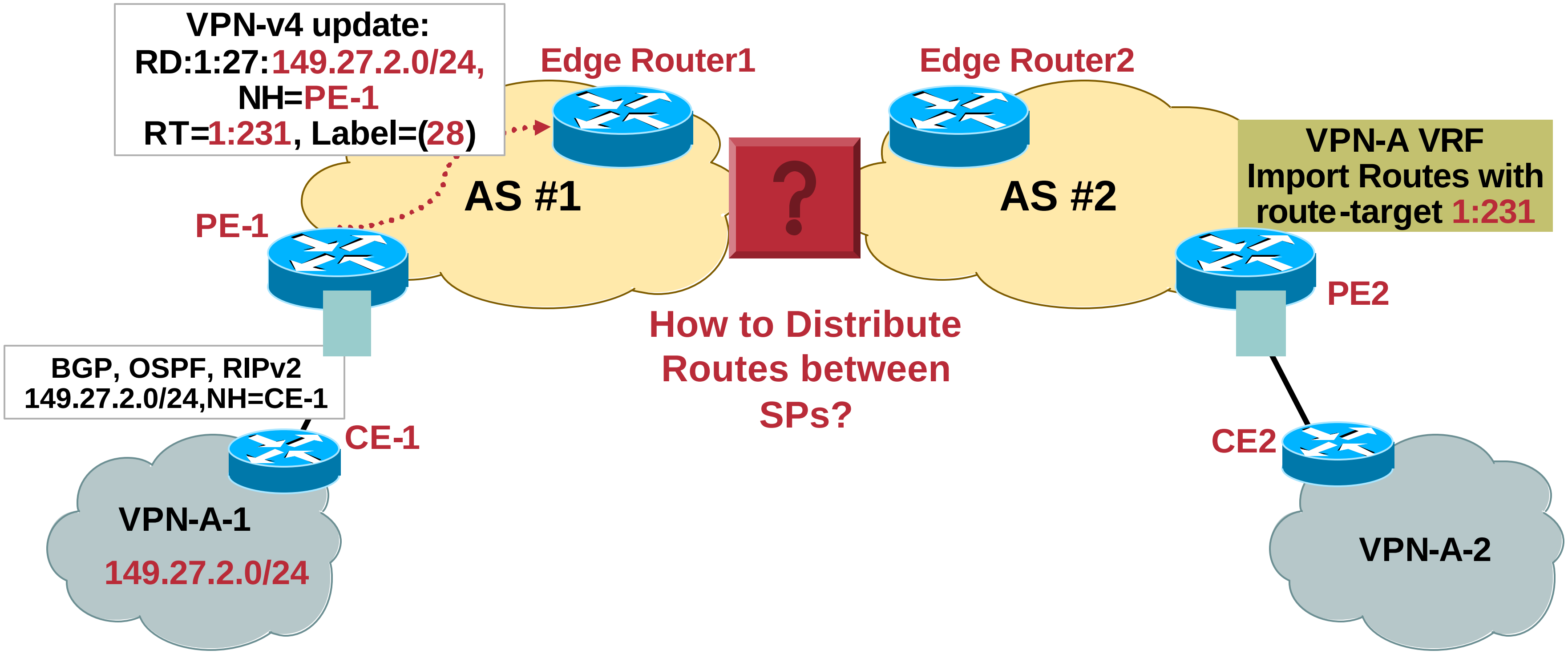
Inter-AS

- Peer-to-peer topologies
- Two ISPs peer up providing services to some of the common customer base
- Single SP POPs not available in all geographical areas required by their customers
- Both SPs must support MPLS VPNs
- Customer’s sites distribute reachability information directly to the participating Service Providers

Why Inter-AS?

- Extends MPLS-VPN services across geographical boundaries allowing service providers to support customer base in geographical locations where their POPs are not available
- Allows multiple Service Providers to build common services
  - Allows separate ASs to communicate
  - Implies exchange of VPN routing information between providers
- Provides traffic separation and maintains privacy end-to-end
- Allows a single service provider to partition their network into multiple domains for scalability and inter-departmental privacy

VPN Client Connectivity



VPN-v4 update:
RD:1:27:149.27.2.0/24,
NH=PE-1
RT=1:231, Label=(28)

VPN-A VRF
Import Routes with
route-target 1:231

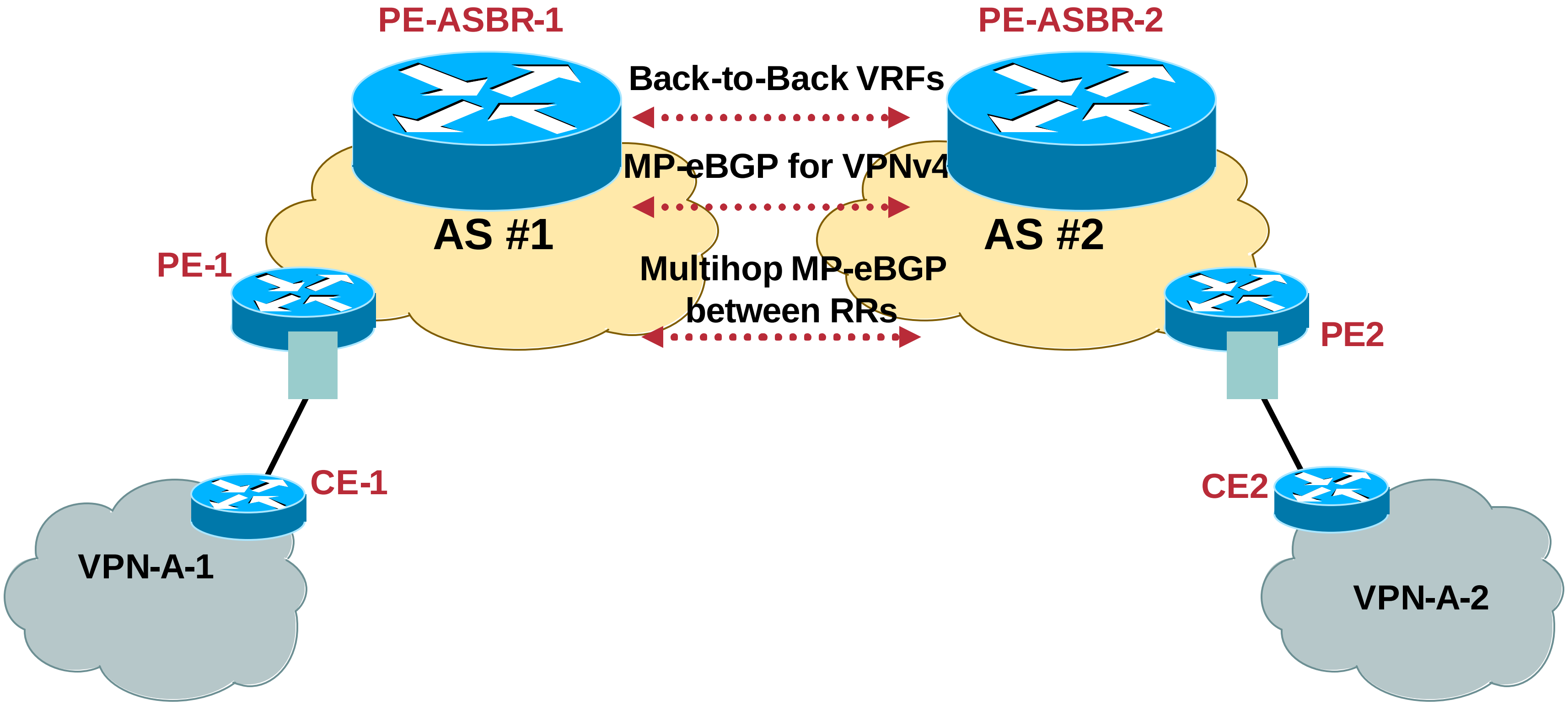
How to Distribute
Routes between
SPs?

BGP, OSPF, RIPv2
149.27.2.0/24,NH=CE-1

VPN Sites Attached to Different MPLS VPN Service Providers

VPNv4 Distribution Options

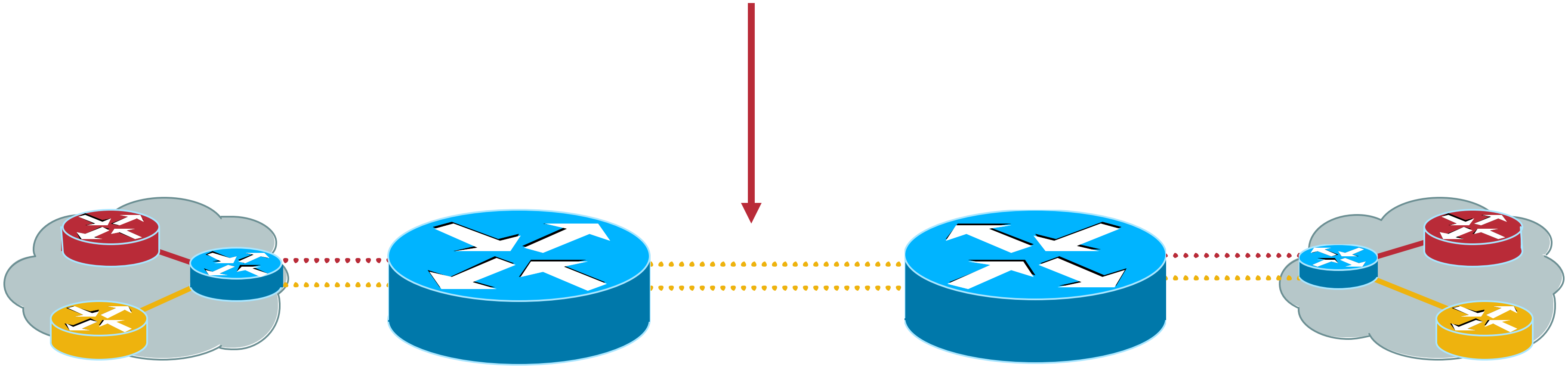
Cisco.com



2547bis Refers to These as “Option 10(a)”, “Option 10(b)”, “Option 10(c)” Respectively

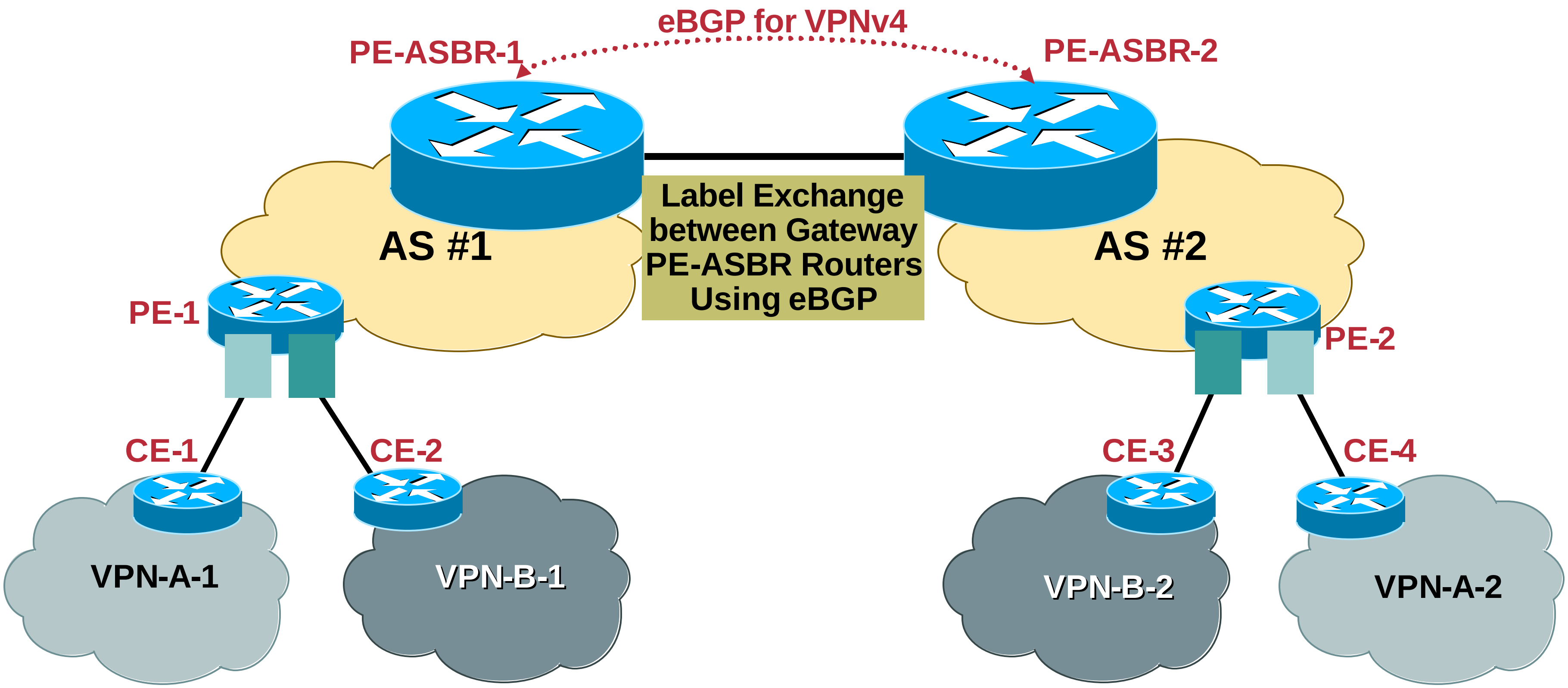
Back-to-Back VRFs (Option 10(a))

Each PE-ASBR Thinks the Other Is a CE



- 10(a) is the most popular Inter-AS tool today
- Directly connects ASBRs, over a sub-interface per VRF
- Packet is forwarded as an IP packet between the ASBRs
- Link may use any supported PE-CE routing protocol
- 10(a) is the most secure and easiest to provision
- May not be easy to manage as it grows

EBGP VPNv4 (Option 10(b))

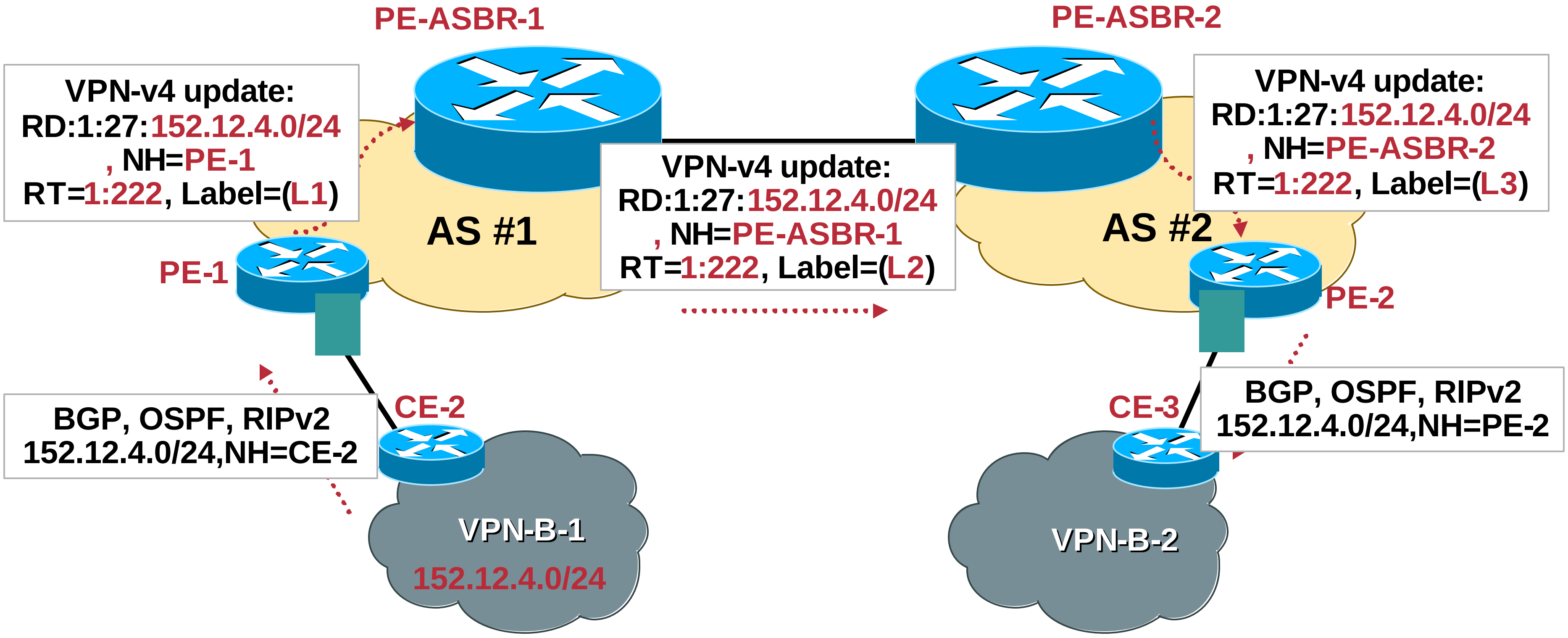


MP-BGP VPNv4 Prefix Exchange Between Gateway PE-ASBRs

EBGP VPNv4 (Option 10(b))

- **PE-ASBRs exchange routes directly using BGP**
    - **External MP-BGP for VPNv4 prefix exchange; no LDP or IGP**
- **MP-BGP session with NH to advertising PE-ASBR**
    - **Next-hop and labels are rewritten when advertised across the inter-provider MP-BGP session**
- **Receiving PE-ASBR automatically creates a /32 host route to a peer ASBR**
    - **Which must be advertised into receiving IGP if next-hop-self is not in operation to maintain the LSP**
- **PE-ASBR stores all VPN routes that need to be exchanged**
    - **But only within the BGP table**
    - **No VRFs; labels are populated into the LFIB of the PE-ASBR**
- **Receiving PE-ASBRs may allocate new label**
    - **Controlled by configuration of next-hop-self (default is off)**

EBGP VPNv4 Control Plane (Option 10(b))



VPN-v4 update:
RD:1:27:152.12.4.0/24
, NH=PE-1
RT=1:222, Label=(L1)

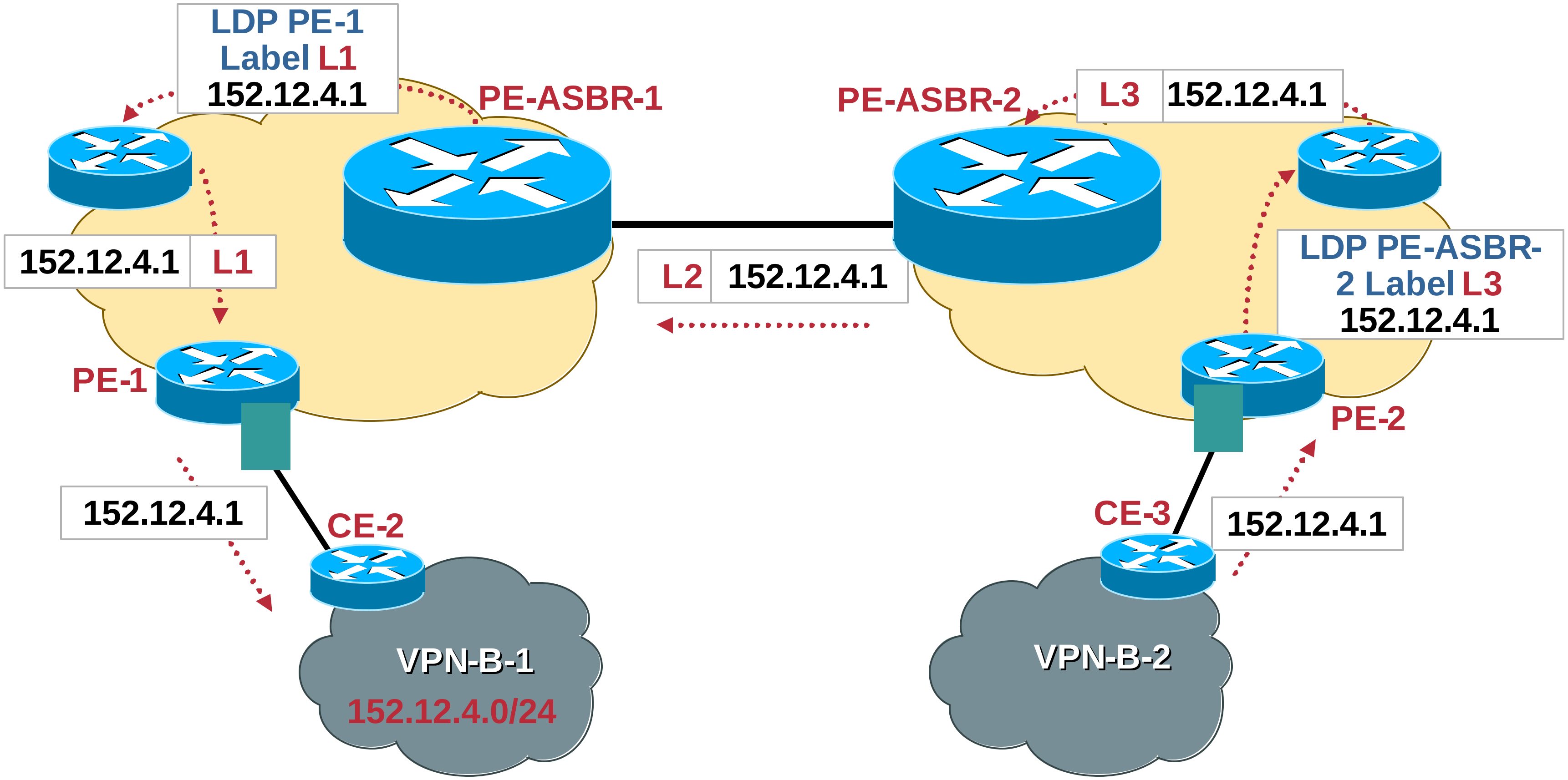
VPN-v4 update:
RD:1:27:152.12.4.0/24
, NH=PE-ASBR-1
RT=1:222, Label=(L2)

VPN-v4 update:
RD:1:27:152.12.4.0/24
, NH=PE-ASBR-2
RT=1:222, Label=(L3)

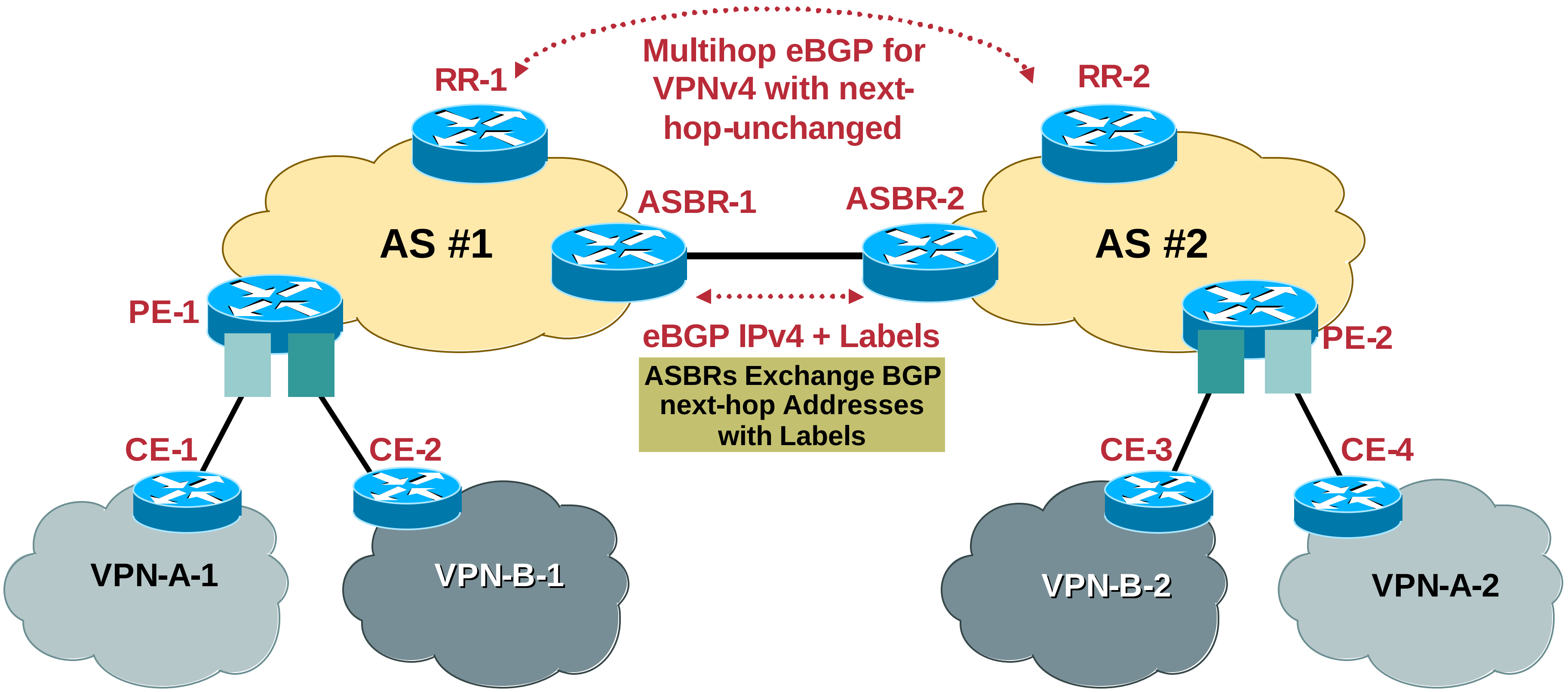
BGP, OSPF, RIPv2
152.12.4.0/24,NH=CE-2

BGP, OSPF, RIPv2
152.12.4.0/24,NH=PE-2

EBGP VPNv4 Forwarding Plane (Option 10(b))



Multihop EBGP VPNv4 between RRs (Option 10(c))



ASBRs Exchange BGP next-hop Addresses with Labels

Multihop MP-eBGP VPNv4 Prefix Exchange Between Route Reflectors

Multihop EBGP VPNv4 between RRs (Option 10(c))

- MPLS VPN providers exchange VPNv4 prefixes via their route reflectors

  Requires multihop MP-eBGP (VPNv4 routes)

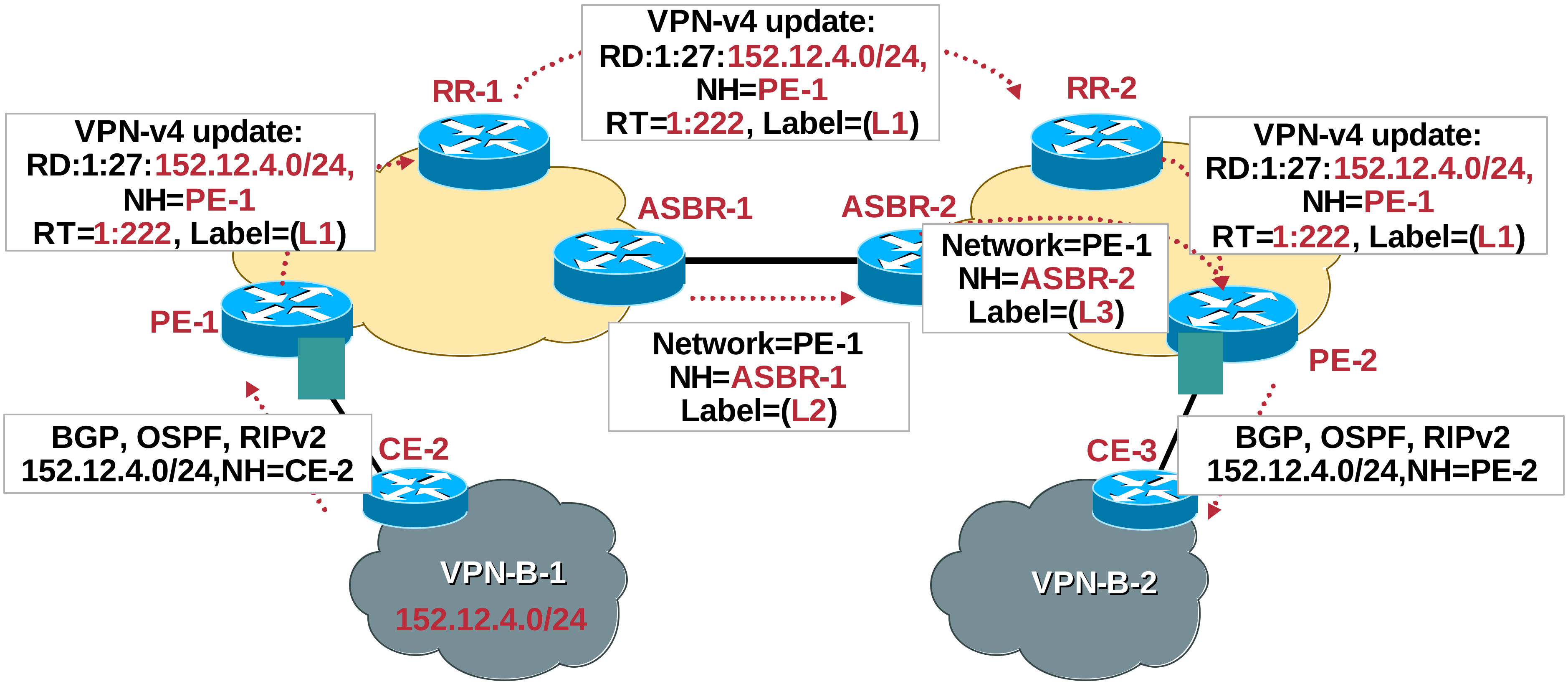
- Next-hop-self **must** be disabled on route reflector

  Preserves next-hop and label as allocated by the originating PE router

- Providers exchange IPv4 routes with labels between directly connected ASBRs using eBGP

  Only PE loopback addresses exchanged as these are BGP next-hop addresses

Multihop EBGP VPNv4 between RRs (Option 10(c)): Control Plane



VPN-v4 update:
RD:1:27:152.12.4.0/24,
NH=PE-1
RT=1:222, Label=(L1)

VPN-v4 update:
RD:1:27:152.12.4.0/24,
NH=PE-1
RT=1:222, Label=(L1)

VPN-v4 update:
RD:1:27:152.12.4.0/24,
NH=PE-1
RT=1:222, Label=(L1)

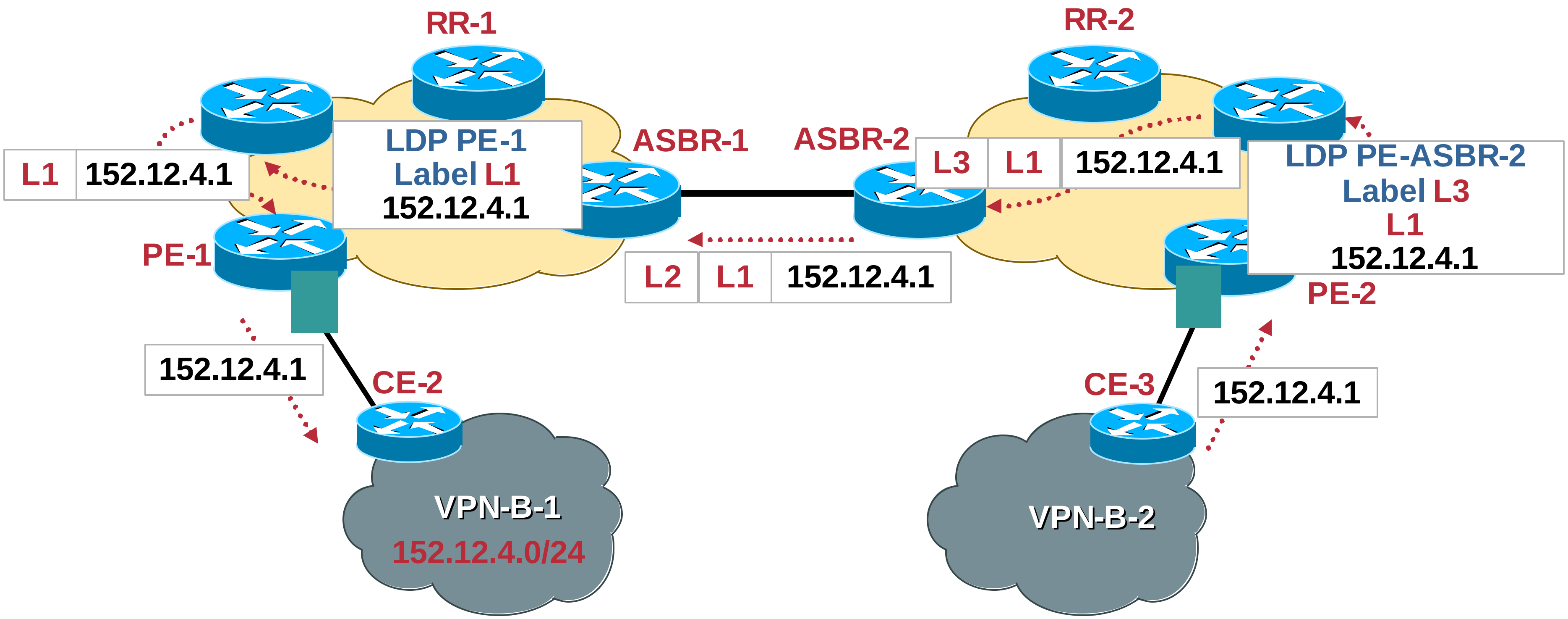
Network=PE-1
NH=ASBR-2
Label=(L3)

Network=PE-1
NH=ASBR-1
Label=(L2)

BGP, OSPF, RIPv2
152.12.4.0/24,NH=CE-2

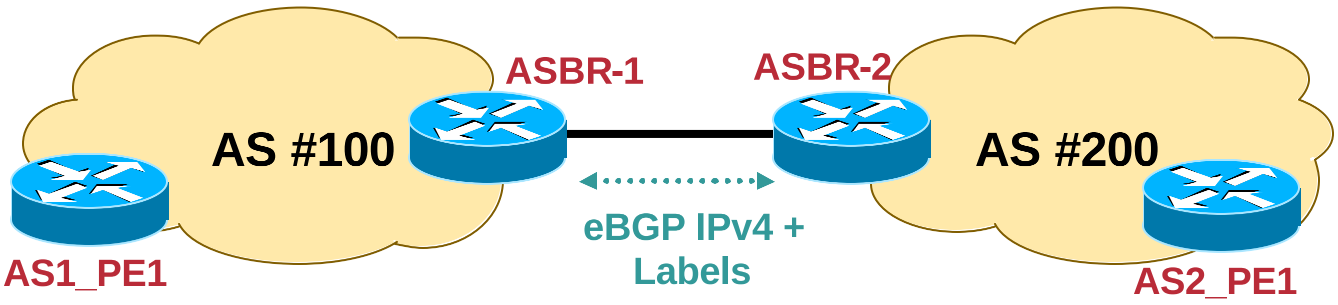
BGP, OSPF, RIPv2
152.12.4.0/24,NH=PE-2

Multihop EBGP VPNv4 between RRs (Option 10(c)): Forwarding Plane



Why IPV4 BGP Label Distribution?

- Allows a VPN Service Provider network to exchange IPv4 BGP routes with MPLS labels
- Use BGP to distribute labels associated with the routes at the same time it distributes the routes



Benefits:

- Eliminates the need for any other label distribution protocol between the two ASBRs
- Allows a non-VPN core network to act as a transit network for VPN traffic

IPV4 BGP Label Distribution Architecture

- Described in RFC 3107
- Subsequent Address Family Identifier (value 4) field is used to indicate that the NLRI contains a label
- If a BGP peer indicates, through BGP Capability Advertisement, that it can process update messages with the specified SAFI field, a BGP speaker can use BGP to send labels
- No specific procedures are enforced in RFC when the BGP peers are non-adjacent
- Accept labels from only trusted source to assure proper security

IPV4 BGP Label Distribution Config

On ASBRs(and RR if in use)

```
address-family ipv4
 neighbor <peer’s loopback add> send-label
```

On AS1_PE1

```
  neighbor <RR> send-label
  neighbor <ASBR-1> send-label
```

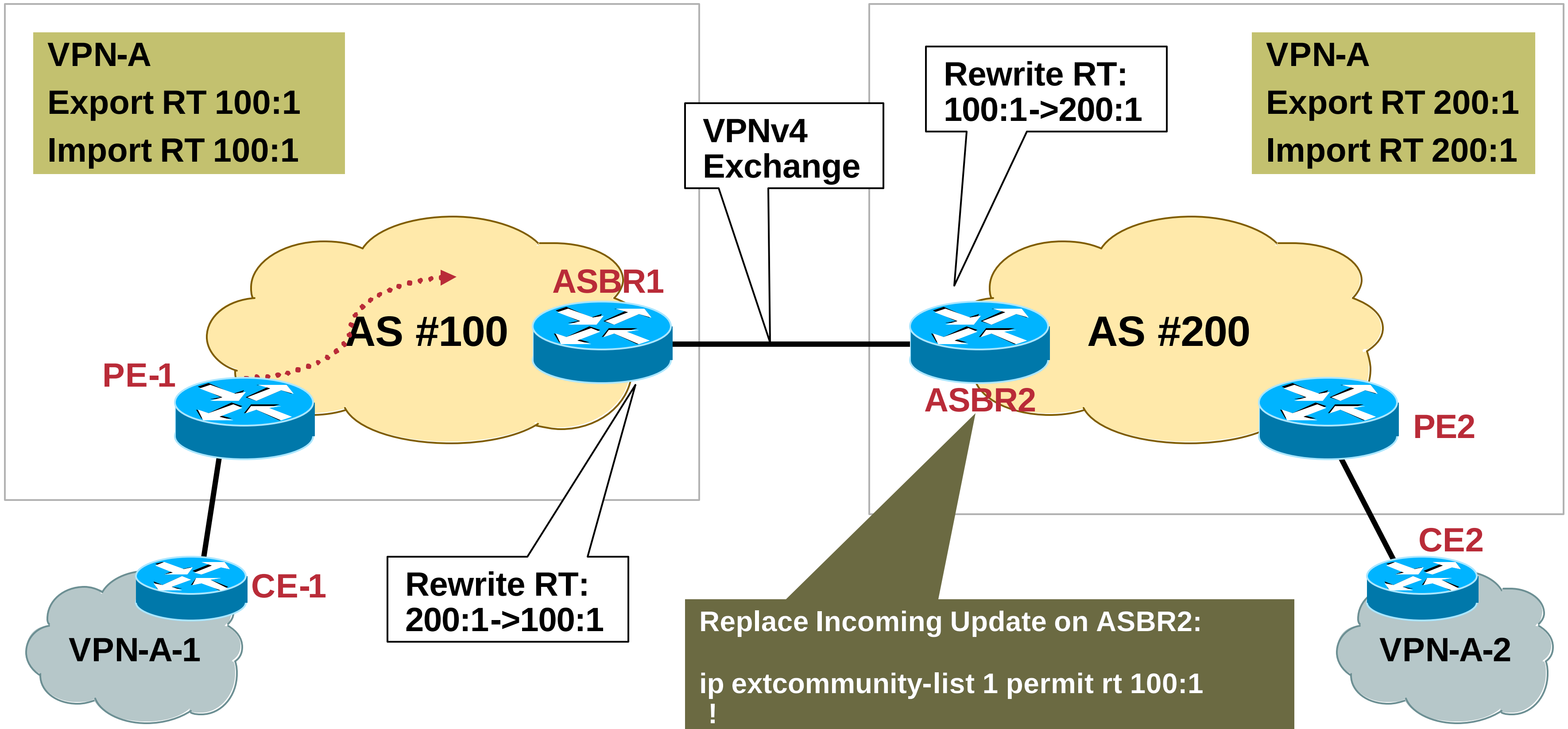
On RR

```
  neighbor <ASBR-1> send-label
  neighbor <AS1_PE1> send-label
```

Route Target Rewrite

- RTs are carried as extended community attributes in bgp-vpnv4 updates across ASBRs
- For ease of management, keeps the administration of routing policy local to the autonomous system
- Can replace RTs with incoming or outgoing VPNv4 updates
- Can replace RTs on RR or PEs, typically done on ASBRs
- RT rewrite configured via BGP in/out bound route-map

Route Target Rewrite



VPN-A
Export RT 100:1
Import RT 100:1

VPNv4
Exchange

Rewrite RT:
100:1->200:1

VPN-A
Export RT 200:1
Import RT 200:1

Rewrite RT:
200:1->100:1

Replace Incoming Update on ASBR2:

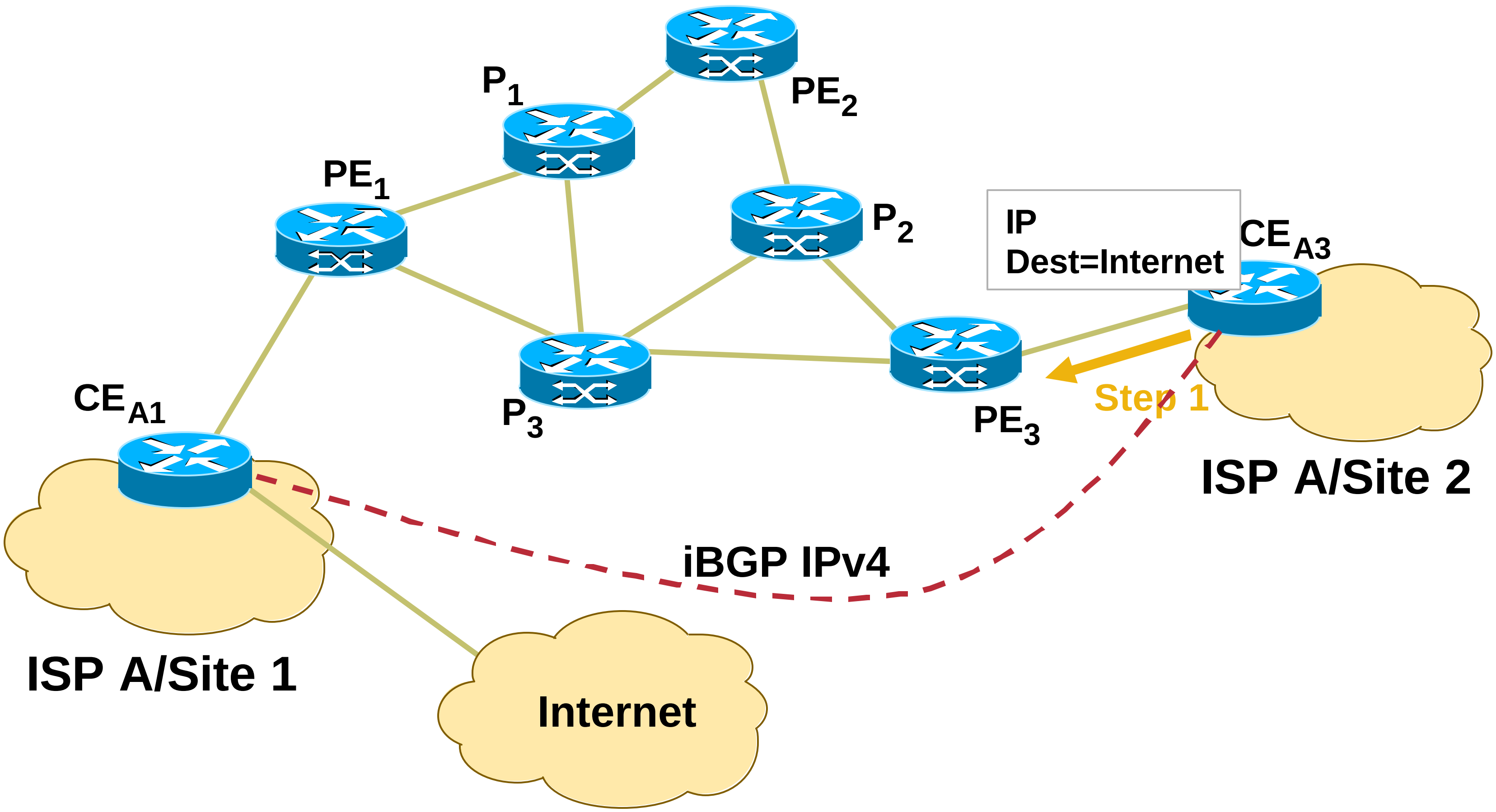
```
ip extcommunity-list 1 permit rt 100:1
 !
 route-map extmap permit 10
  match extcommunity 1
  set extcomm-list 1 delete
  set extcommunity rt 200:1 additive
!
route-map extmap permit 20
!
neighbor X.X.X.X route-map extmap in
```

INTER-PROVIDER SOLUTIONS: CARRIER SUPPORTING CARRIER

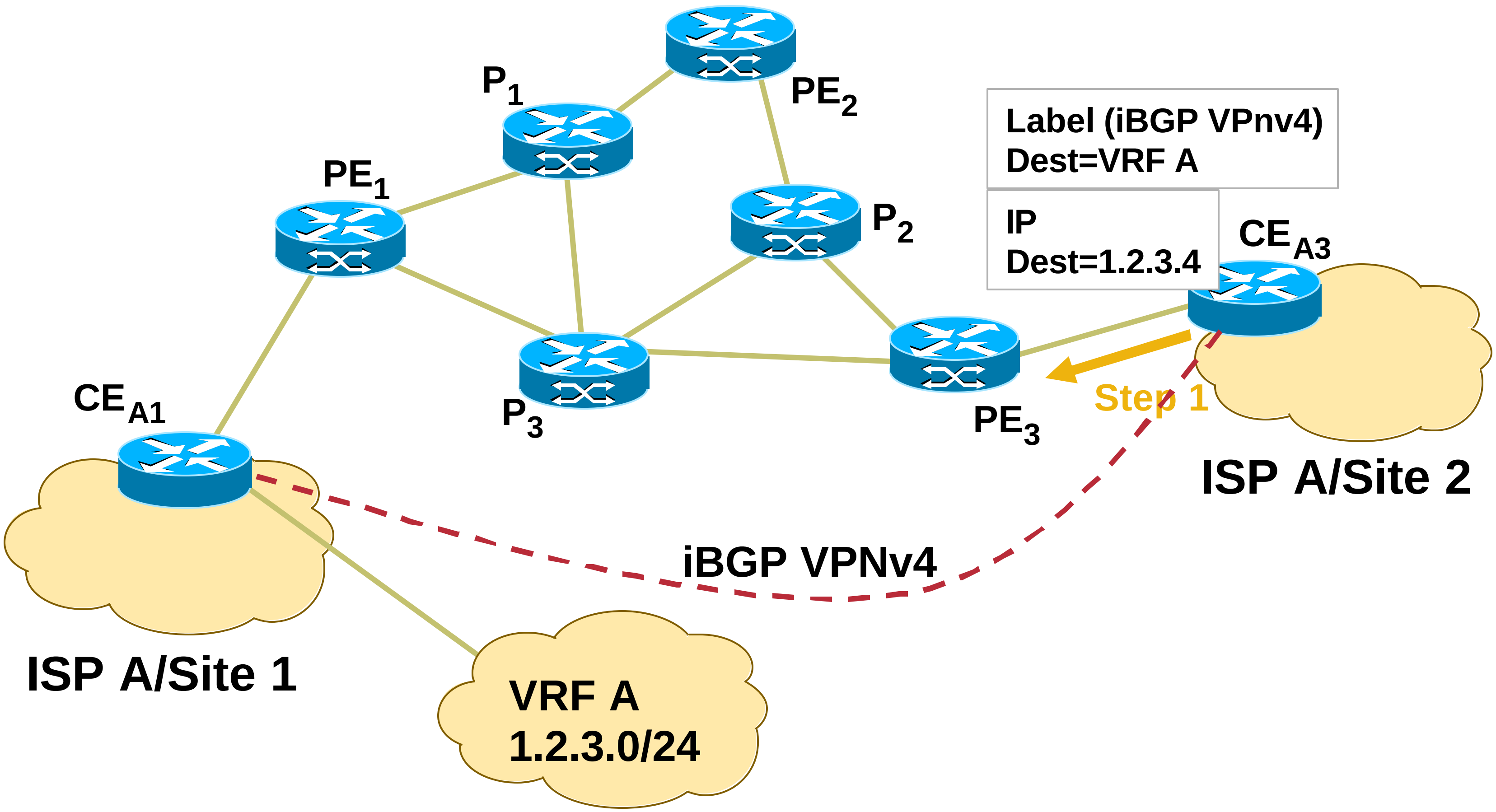
The Problem

- MPLS-VPN works well for carrying customer IGPs
- Platforms, network scale to N*O(IGP) routes
- What if the CE wants the PE to carry all their BGP routes?
- Or if CE wants to run their own VPN service?
- Or if the CE just has a lot of route?
(example: 30 sites, 20k prefixes)

Carrier’s Carrier: The Problem (Internet)



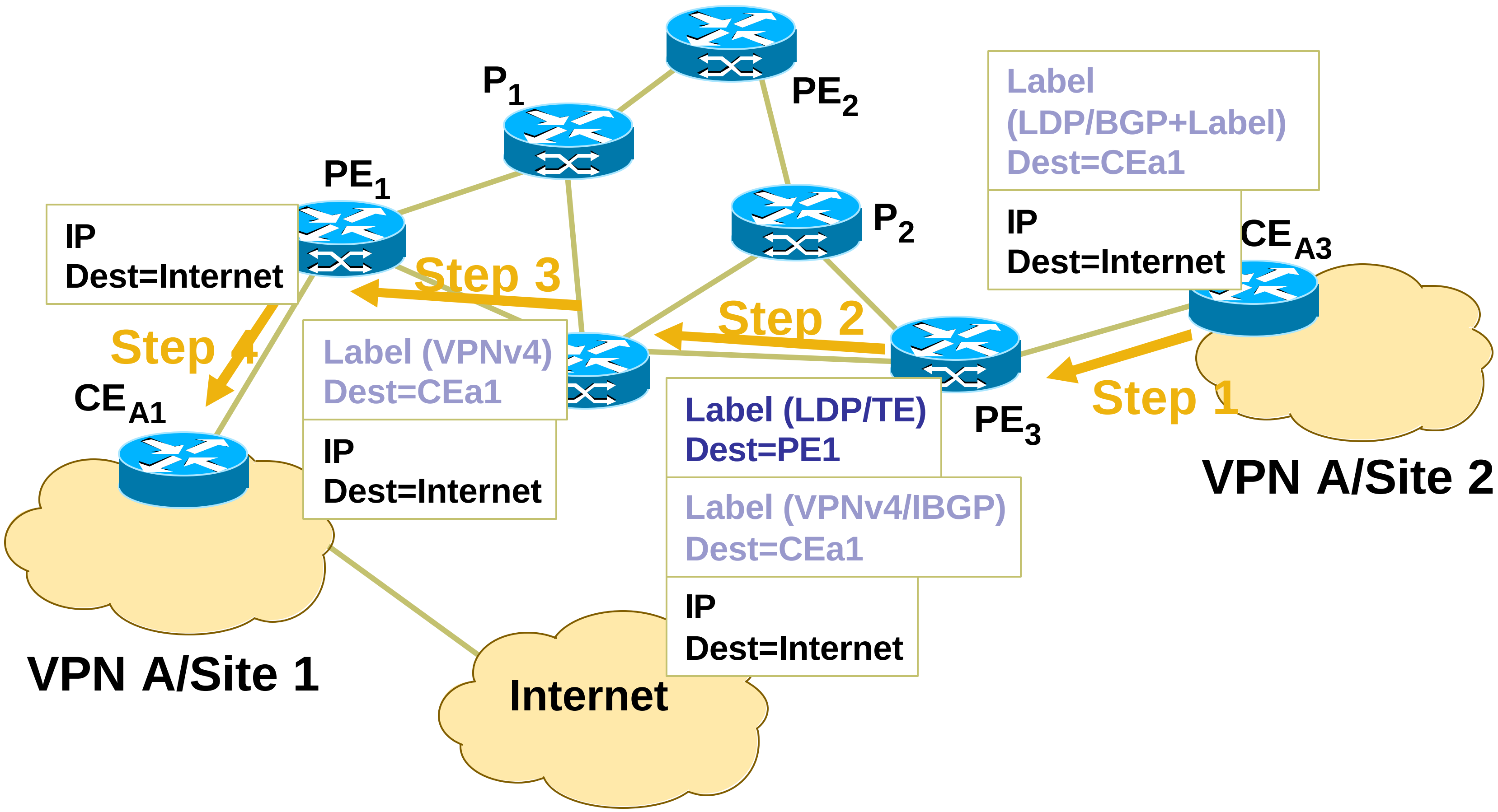
Carrier's Carrier: The Problem (VPN)



Carrier's Carrier: The Solution

- MPLS between PE and CE
  - Either IGP+LDP or BGP+Label
- CEs exchange labels for their IGP routes with the PEs
- CEs iBGP peer with each other
- PEs are back to O(IGP) information

Carrier’s Carrier: The Solution (Internet)



Label (LDP/BGP+Label)
Dest=CEa1

IP
Dest=Internet

Label (LDP/TE)
Dest=PE1

Label (VPNv4/IBGP)
Dest=CEa1

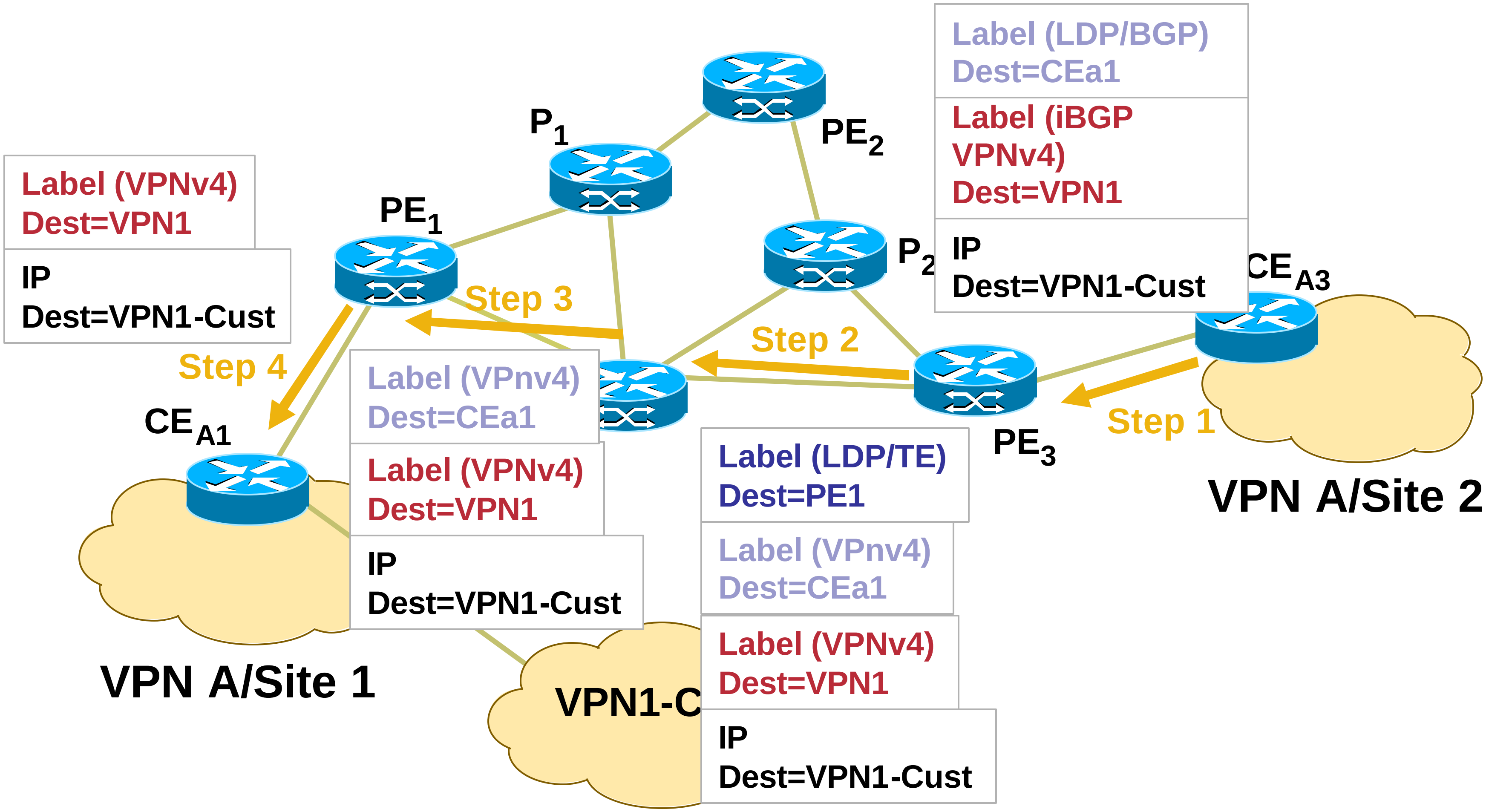
IP
Dest=Internet

Label (VPNv4)
Dest=CEa1

IP
Dest=Internet

IP
Dest=Internet

Carrier’s Carrier: The Solution (VPN)



Label (LDP/BGP)
Dest=CEa1

Label (iBGP VPNv4)
Dest=VPN1

IP
Dest=VPN1-Cust

Label (LDP/TE)
Dest=PE1

Label (VPnv4)
Dest=CEa1

Label (VPNv4)
Dest=VPN1

IP
Dest=VPN1-Cust

Label (VPnv4)
Dest=CEa1

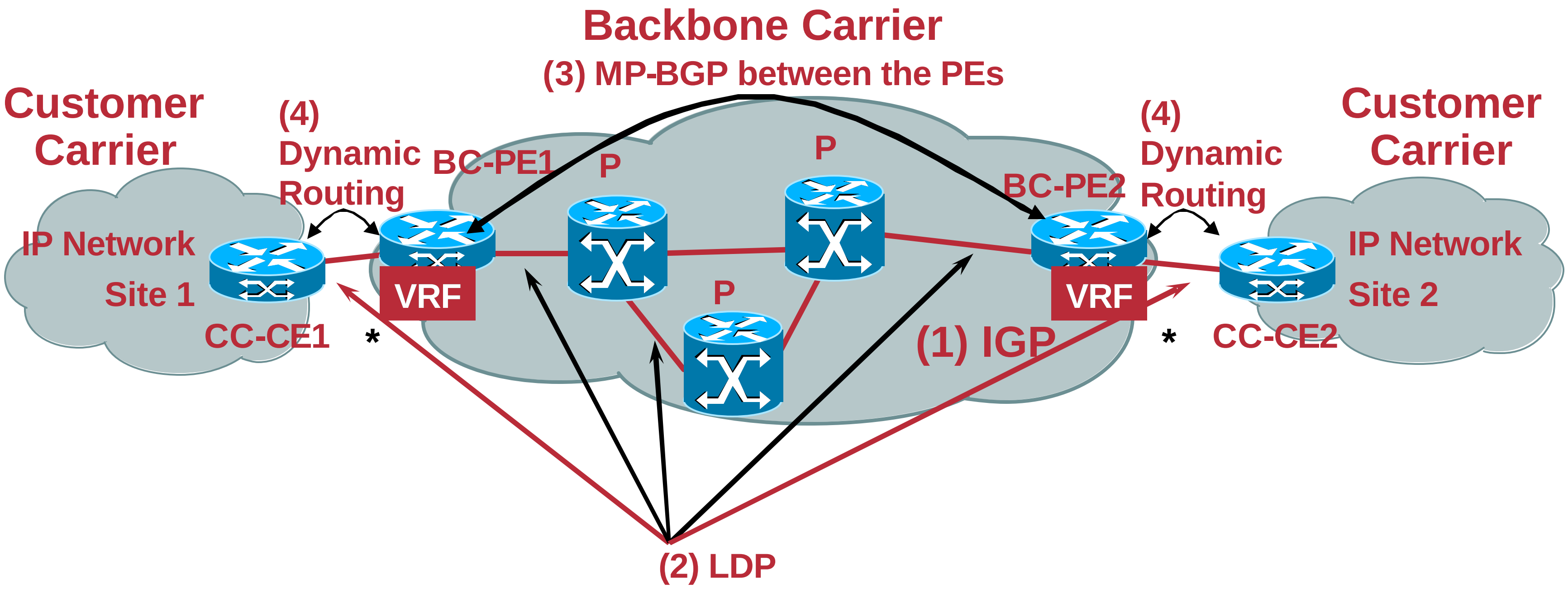
Label (VPNv4)
Dest=VPN1

IP
Dest=VPN1-Cust

Label (VPNv4)
Dest=VPN1

IP
Dest=VPN1-Cust

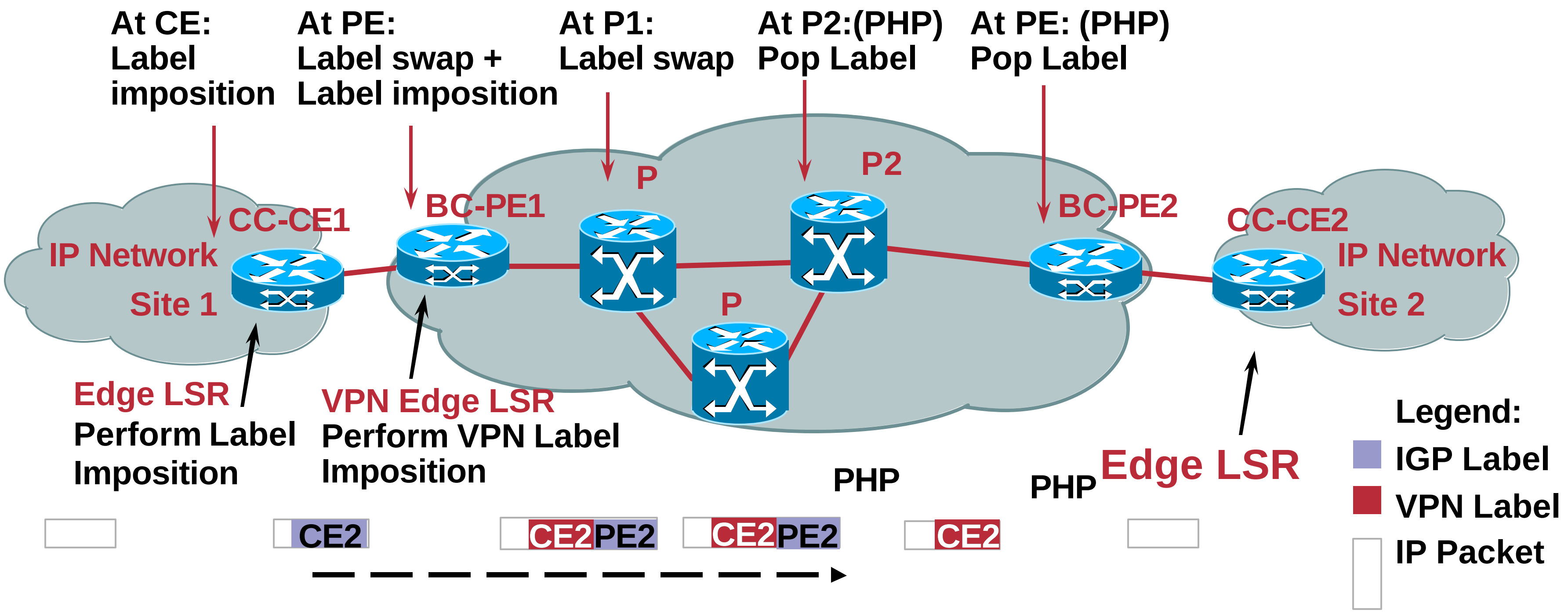
Carrier's Carrier Service Model I
Customer Carrier Is Running IP Only



- Control Plane configuration is similar to MPLS VPN
- BGP-4 used by customer to distribute external routing information between all sites
- BGP next-hop addresses exchanged between customer and carrier PE routers and are placed into VRFs and distributed using MP-BGP
- The only addition is (*) LDP at the PE-CE links

Carrier’s Carrier Service Model I
Customer Carrier Is Running IP Only

Cisco.com



At CE:
Label
imposition

At PE:
Label swap +
Label imposition

At P1:
Label swap

At P2:(PHP)
Pop Label

At PE: (PHP)
Pop Label

IP Network
Site 1

CC-CE1

BC-PE1

P

P2

P

BC-PE2

CC-CE2

IP Network
Site 2

Edge LSR
Perform Label
Imposition

VPN Edge LSR
Perform VPN Label
Imposition

PHP

PHP

Edge LSR

CE2

CE2 PE2

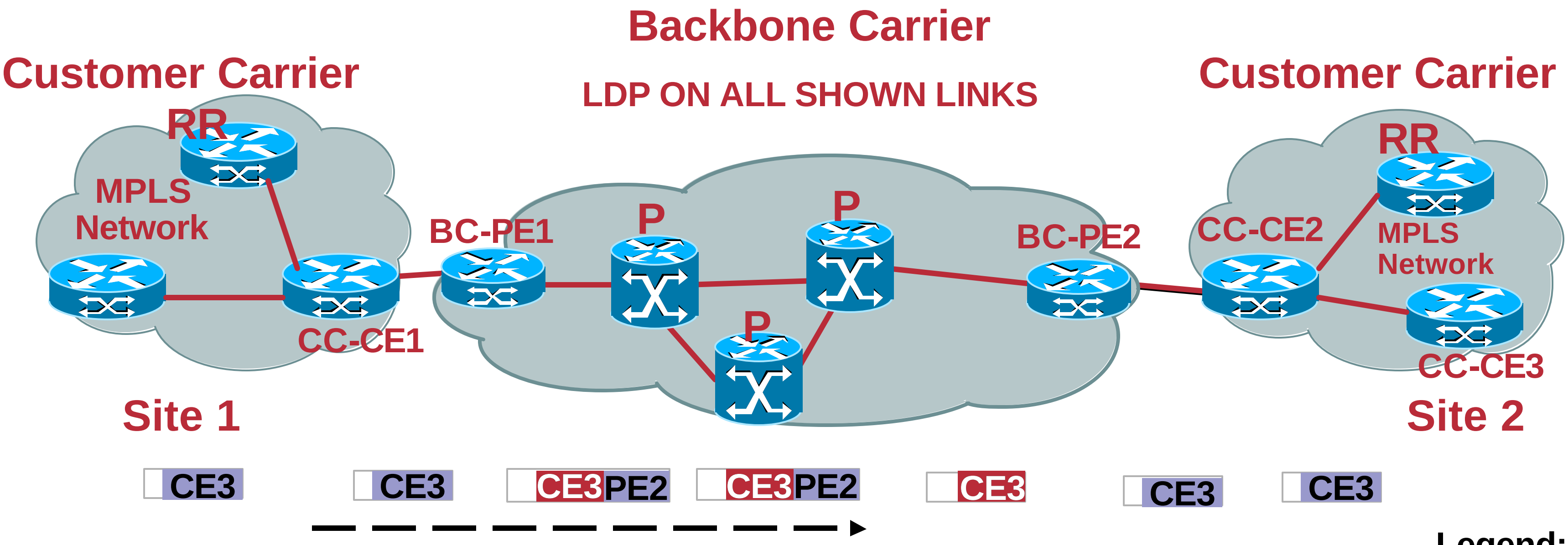
CE2 PE2

CE2

Legend:
🟪 IGP Label
🟥 VPN Label
□ IP Packet

- Forward using labels (as opposed to IP add) starting at the CE
- Label Switch Path is extended to the CEs
- Penultimate hop popping at PE2, requested by the Edge LSR (CE2) during label distribution

Carrier’s Carrier Service Model II
Customer Carrier Is Running MPLS

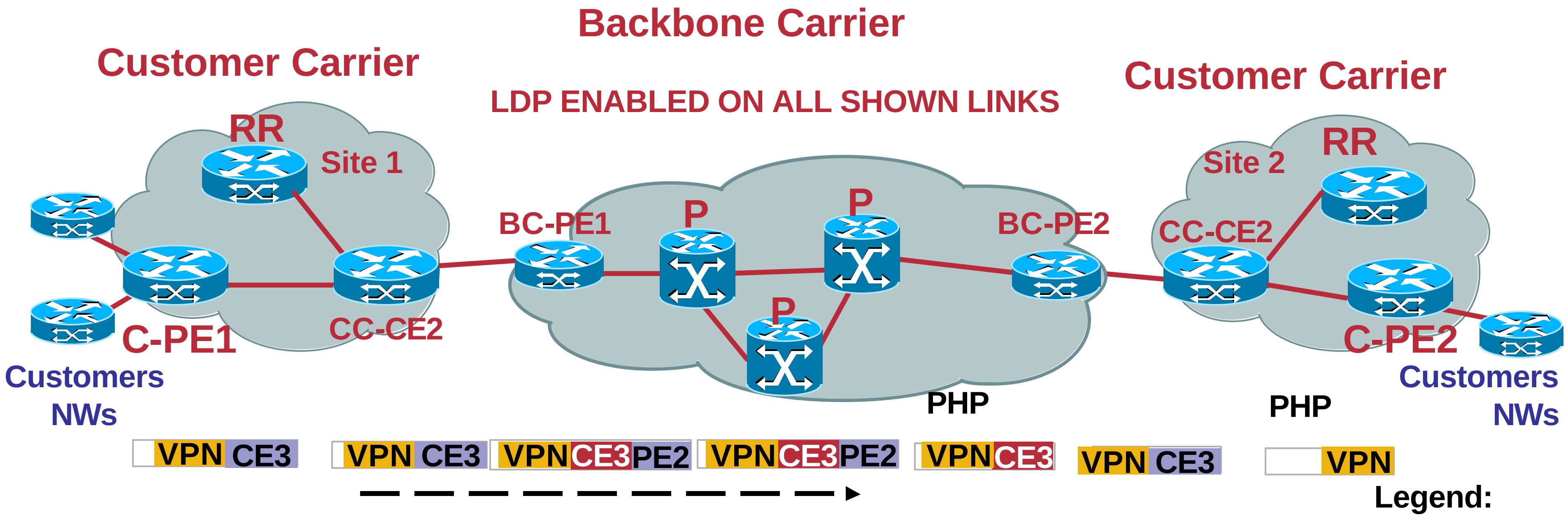


Legend:

🟪	IGP Label
🟥	VPN Label
□	IP Packet

- LSP is extended into the sites, CC-CE advertises labels to PE internal routes
- CE1 perform label swap for the site IGP label, PE swaps the site IGP label with a VPN label and pushes IGP label
- PHP is now extended to inside of site 2
- External routes are carried by BGP between sites, same as before
- The same BGP peering from before can be used here

Carrier's Carrier Service Model III
Customer Carrier Supports MPLS VPNs



Legend:

🟪 IGP Label

🟥 VPN Label

🟨 Site VPN Label

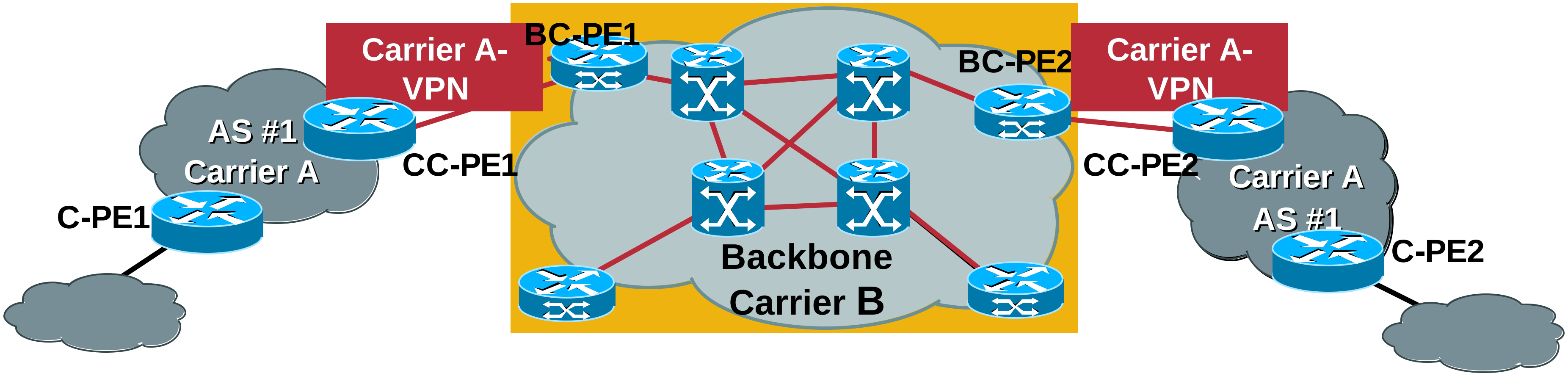
□ IP Packet

- LSP is extended to C-PE, CE advertises labels for internal routes to PE; C-PE1 perform imposition for site VPN label and IGP label
- PE swaps the site IGP label with a BB VPN label and push IGP label; PHP is now extended to inside of site 2
- External and VPNv4 routes are carried by MP-BGP between customer carrier sites

VRF-Aware MPLS Static Labels

- **Static label bindings to IPv4 prefixes on hop-by-hop forwarding through neighbor router where LDP is not used:**
  - **Eliminates the need to enable LDP between customer and backbone provider**
  - **Easier management, monitoring customer NWs, +security**
- **MPLS static labels introduced in 12.0.23S, but only supported global routing tables (not VRF aware):**
  - **Config. only MPLS forwarding table entries for the global table**
  - **Assign label values to FECs learned by the LDP for the global table**
  - **Limits usage to the provider core only**
- **Feature is enhanced so static labels can be used for VRF traffic at the VPN edge for CSC networks:**
  - **Static labels can be used at the VPN edge**
  - **Static bindings between labels and IPv4 prefixes can be configured statically**

VRF-Aware MPLS Static Labels: Config.



I. Define label range

mpls label range *min-label max-label* [static *min-static-label max-static-label*]

```
Router(config)# mpls label range 200 100000 static 16 199
```

II. Bind a prefix to local labels

mpls static binding ipv4 vrf *vpn-name prefix mask* **[[input]** label**]**

```
Router(config)# mpls static binding ipv4 vrf vpnRed
      13.0.66.0 255.255.0.0 input 17
```

Bindings specified are installed automatically in the MPLS forwarding table as routing demands

eiBGP MULTIPATH LOAD BALANCING

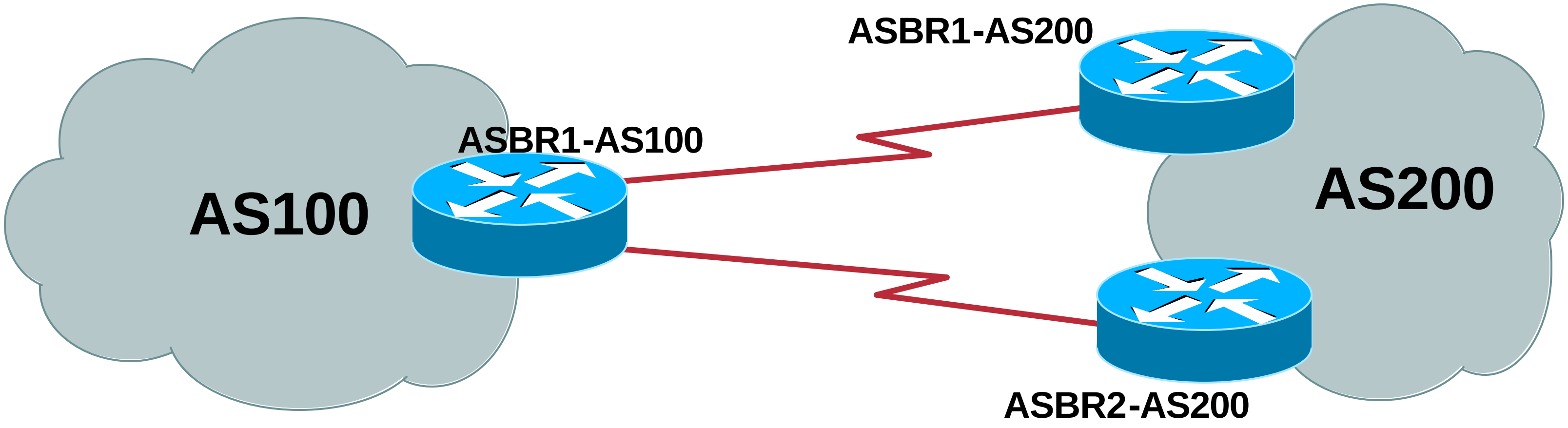
eiBGP Multipath Load Balancing

- Improves load balancing deployment and service offering capabilities
- Useful for multihomed AS systems and PE routers that import both eBGP and iBGP paths from multihomed and stub networks
- Supported for CSC and inter-AS as well

eiBGP Multipath Load Balancing Topics

- **eBGP Multipath**
- **iBGP Multipath**
- **eiBGP Multipath (MPLS/VPN)**

eBGP Multipath

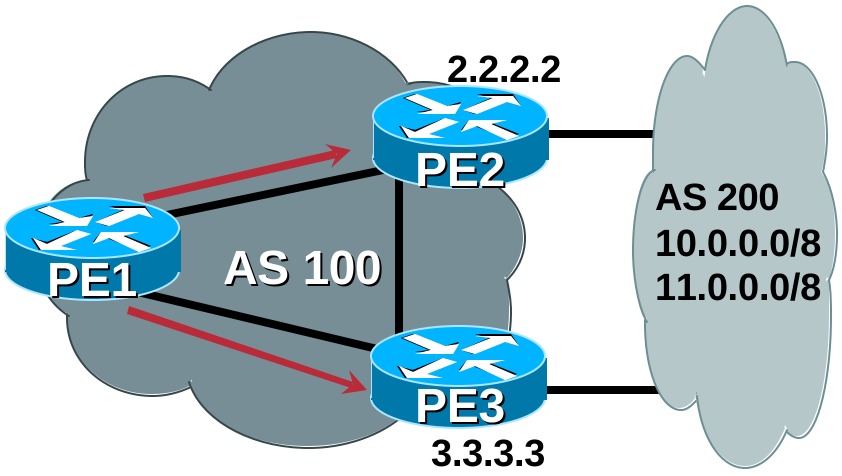


- Router peering with multiple routers in neighboring AS
- Have multiple exit points from a network
- Install multiple routes in IP routing table

  Use ‘maximum-paths <num>’ command (num:1-8)

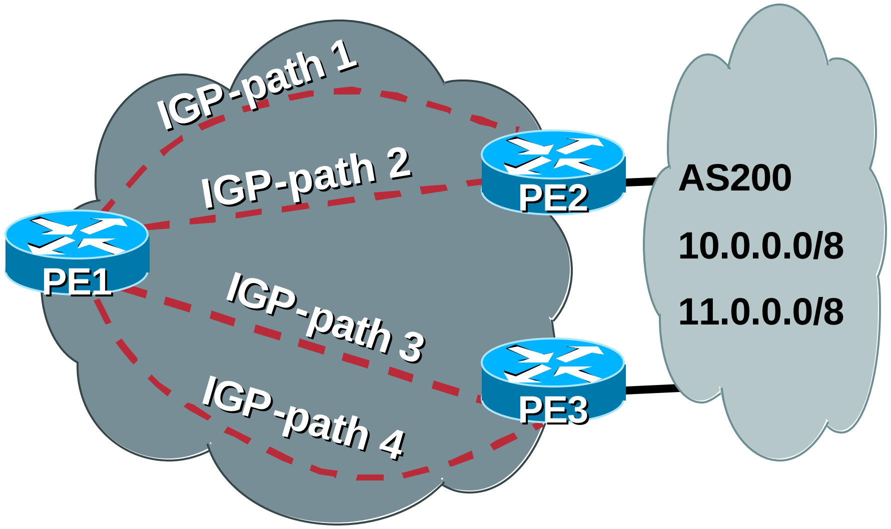
iBGP Multipath vs. IGP Load Balance

iBGP Multipath Load Balance



- Multiple egress points to the destination
- More than one internal path, because more than one NH
- Install additional NH as well as best NH

IGP Load Balance



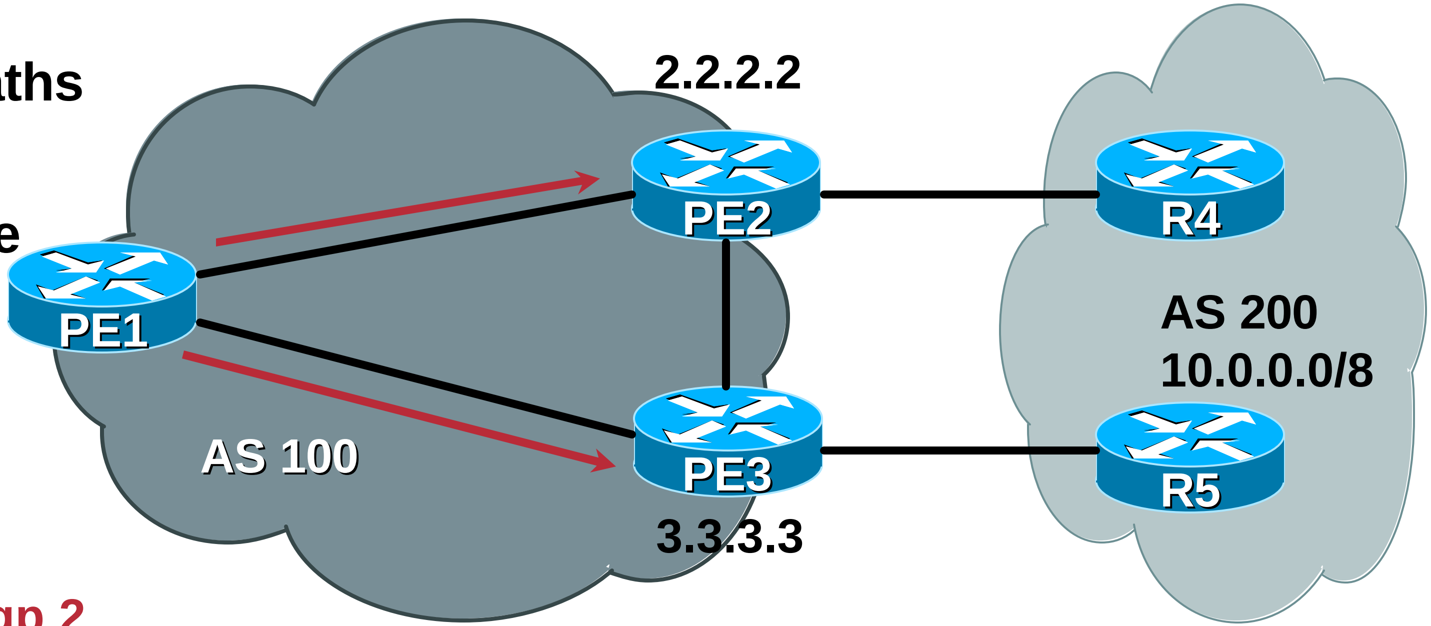
If multiple alternate IGP paths to the BGP next-hop are available, only one of the paths was utilized; CEF is enhanced; with multiple iBGP prefixes, each will be mapped to different IGP paths to distribute traffic evenly across the ISP core

iBGP Multipath: Concept and Requirements

- Allows BGP to install more than one internal path to a destination
  - Useful for load sharing in the core for multiple egress PEs
- The paths MUST be equivalent: all the absolute attributes MUST tie during the best path selection process
  - router-id, cluster-id, peer-address are not absolute attributes
- The best path (as determined by the selection process) is advertised
  - All eligible multipaths are installed in the RIB/FIB
  - Each path has a unique NEXT_HOP
- Use ‘maximum-paths ibgp <num>’ command (num:1-8)

iBGP Multipath: Example

- R1 has two paths for 10.0.0.0/8
- Both paths are flagged as “multipath”



maximum-paths ibgp 2

```
PE1#sh ip bgp 10.0.0.0
  200
    20.20.20.3 from 20.20.20.3 (3.3.3.3)
    Origin IGP, metric 0, localpref 100, valid, internal, multipath
  200
    20.20.20.2 from 20.20.20.2 (2.2.2.2)
    Origin IGP, metric 0, localpref 100, valid, internal, multipath, best
```

eiBGP MULTIPATH LOAD BALANCING

eiBGP Multipath Load Balancing

- The traffic destined to a site may be load shared between all entry points

  From the MPLS/VPNs provider's point of view, these entry points may not all correspond to internal or external peers

  The intent is for the MPLS/VPN network to be transparent to the customers

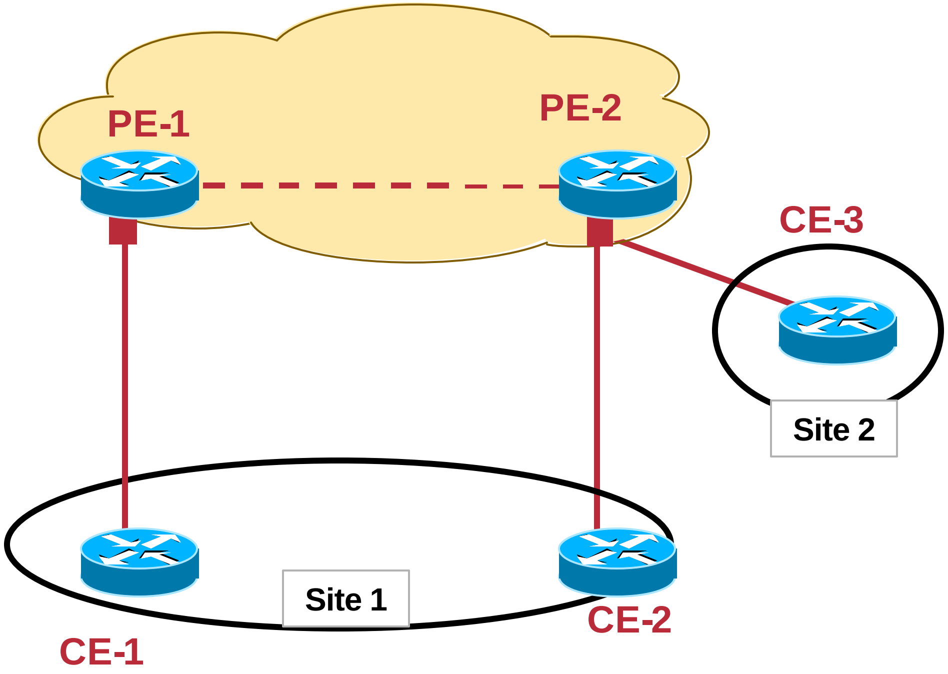
- The ability to consider both iBGP and eBGP paths, when using multipath, is needed

  Applies only to the MPLS/VPN case

eiBGP Multipath Example

- **PE-2 has two possible paths into site 1**
  - **eiBGP multipath allows both paths to be used**

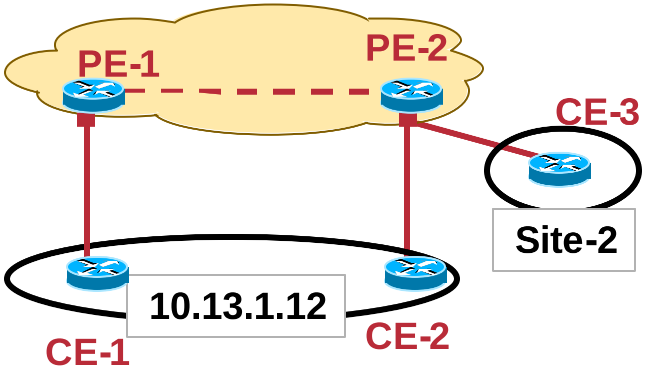
maximum-paths eibgp <num>
(num is <1- 8>)



eiBGP Multipath PE2 Configuration

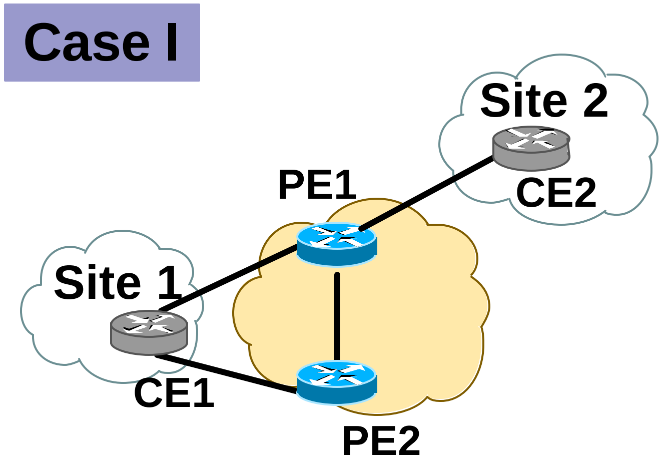
PE2# show run

```
router bgp 1
 no synchronization
 bgp log-neighbor-changes
 neighbor 13.1.1.5 remote-as 1
 neighbor 13.1.1.5 update-source Loopback0
 no auto-summary
 !
 address-family vpnv4
 neighbor 13.1.1.5 activate
 neighbor 13.1.1.5 send-community extended
 exit-address-family
 !
address-family ipv4 vrf red
 neighbor 100.1.1.1 remote-as 2
 neighbor 100.1.1.1 activate
 neighbor 100.1.1.1 as-override
 neighbor 200.1.1.1 remote-as 2
 neighbor 200.1.1.1 activate
 neighbor 200.1.1.1 as-override
 maximum-paths eibgp 2
 no auto-summary
 no synchronization
 exit-address-family
```

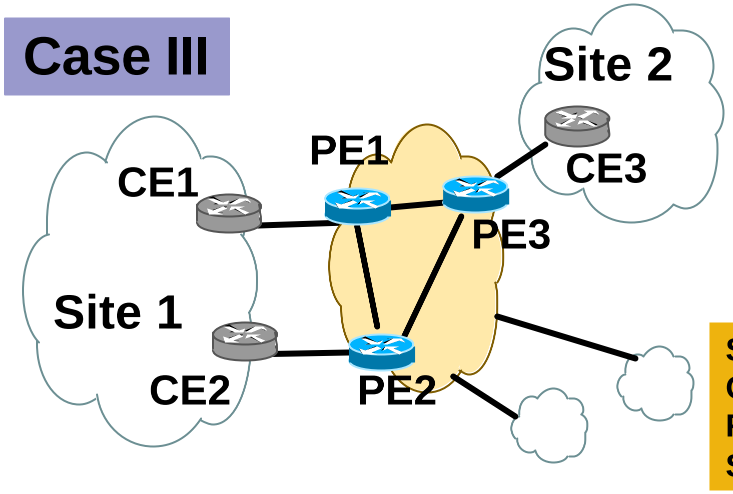


eiBGP Multipath: Cases

Case I

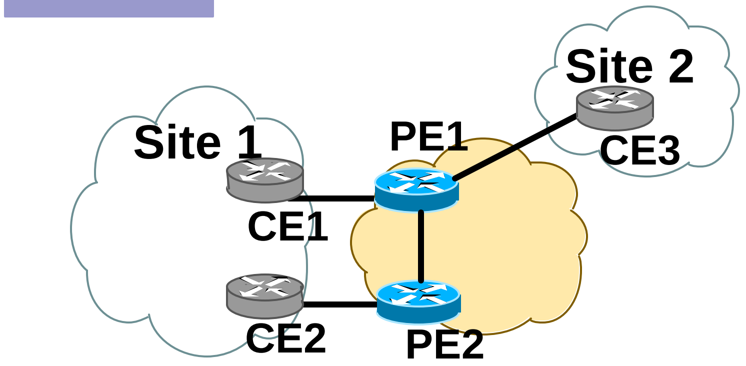


Case III

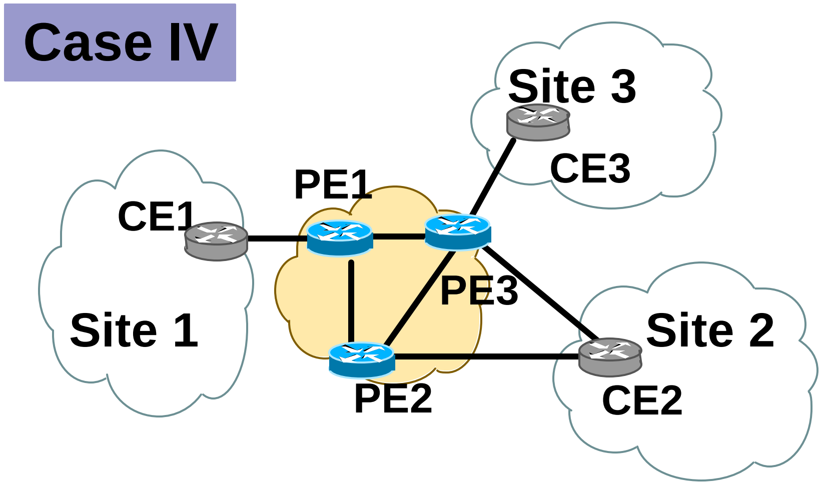


Several Other Remote Sites

Case II



Case IV



Q & A

CISCO SYSTEMS ®

NETWORK INTEGRATION WITH MPLS: ADVANCED TE APPLICATIONS

Cool Things You Can Do with MPLS-TE

- Providing services with MPLS-TE
- Inter-AS TE
- Fast reroute
- Automation
- Miscellaneous yet highly cool stuff

Providing Services with MPLS-TE

- **Integrating TE and L3VPNs**
- **TE+QoS with CBTS**
- **Integrating TE and L2VPNs**

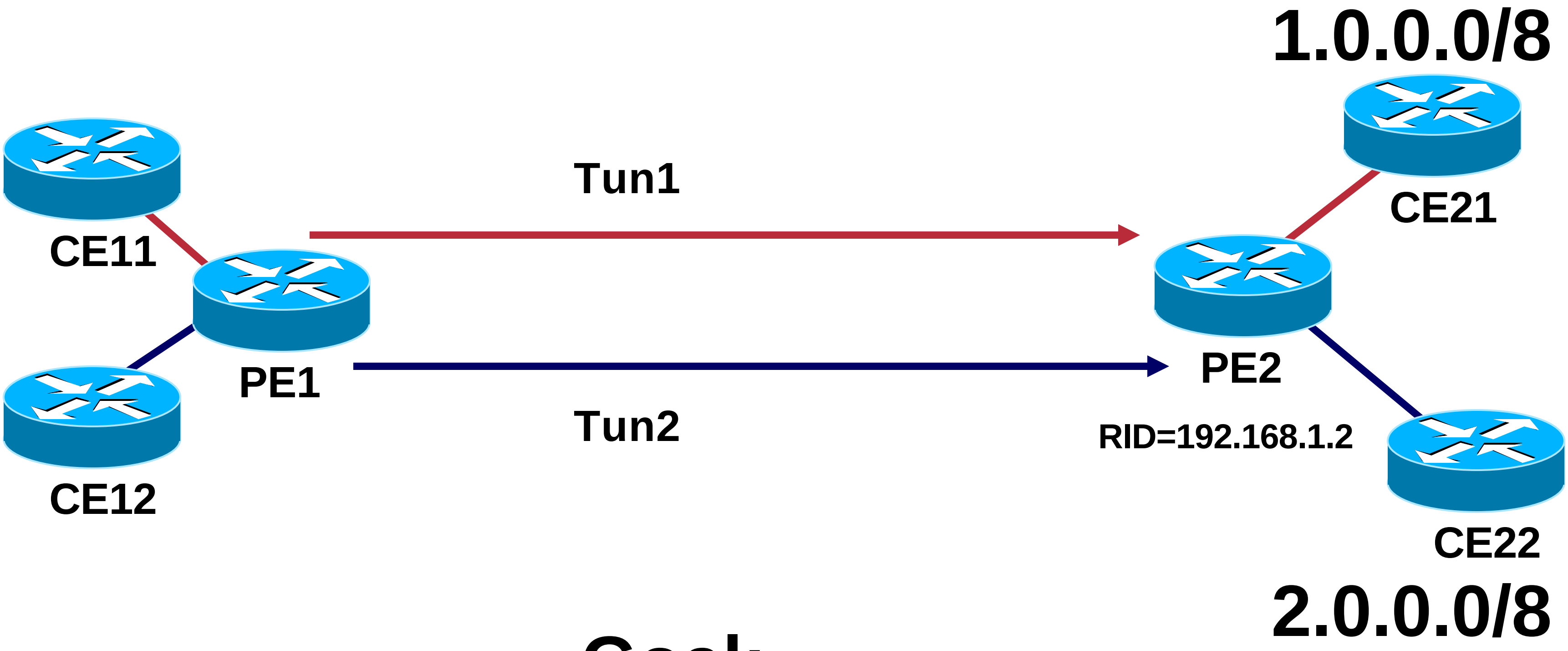
Integrating TE and L3VPNs

- How do I get traffic for my L3VPNs down my TE tunnels?
- A few possible answers, depending on the granularity you want:
    - All traffic to a given destination PE
        - Answer is the same as for L2—see RST2603
    - All traffic for a set of VPNs

All Traffic for a Set of VPNs

- L3VPN routes via other PEs are all learned via BGP
- BGP carries a next-hop
- All L3VPN routes recourse through their next-hop
- To attract traffic down a certain set of tunnels
    1. Set the next-hop to an address X
    2. Route address X down a given tunnel

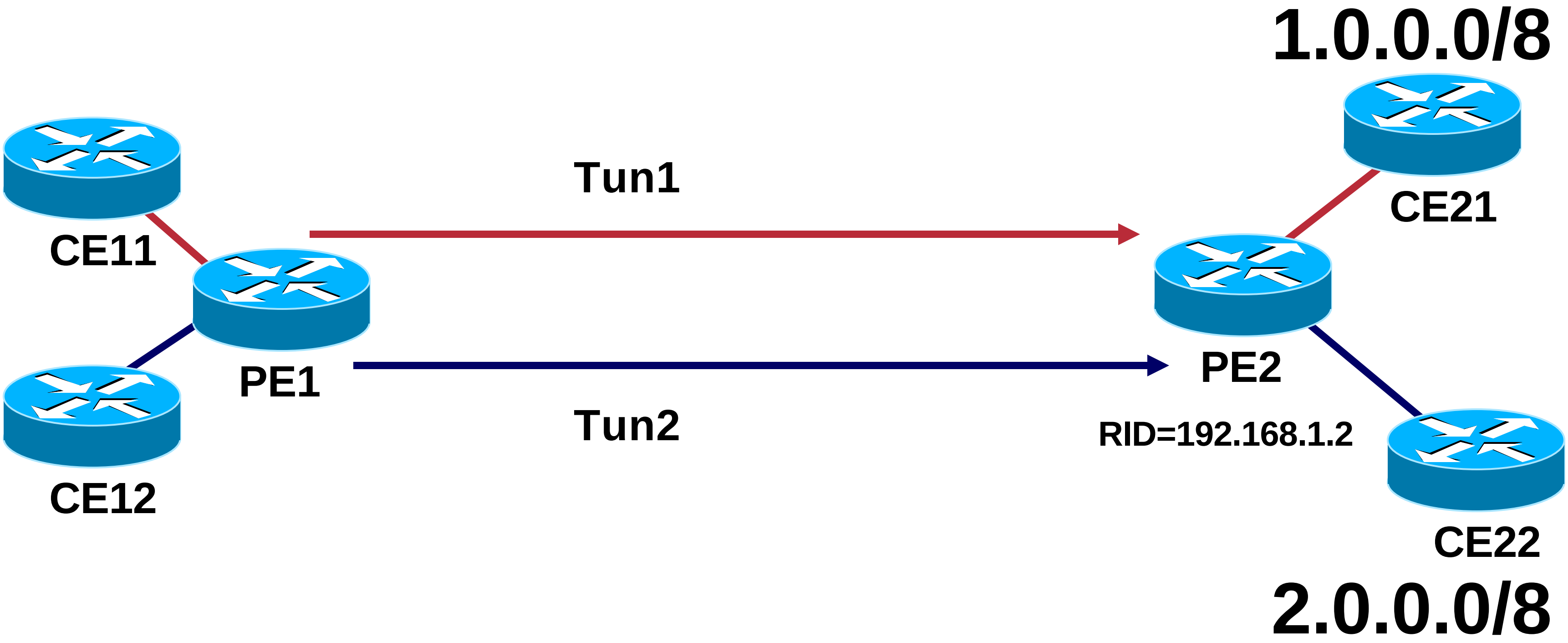
Topology



Goal:
CE11→CE21 via Tun1
CE12→CE22 via Tun2

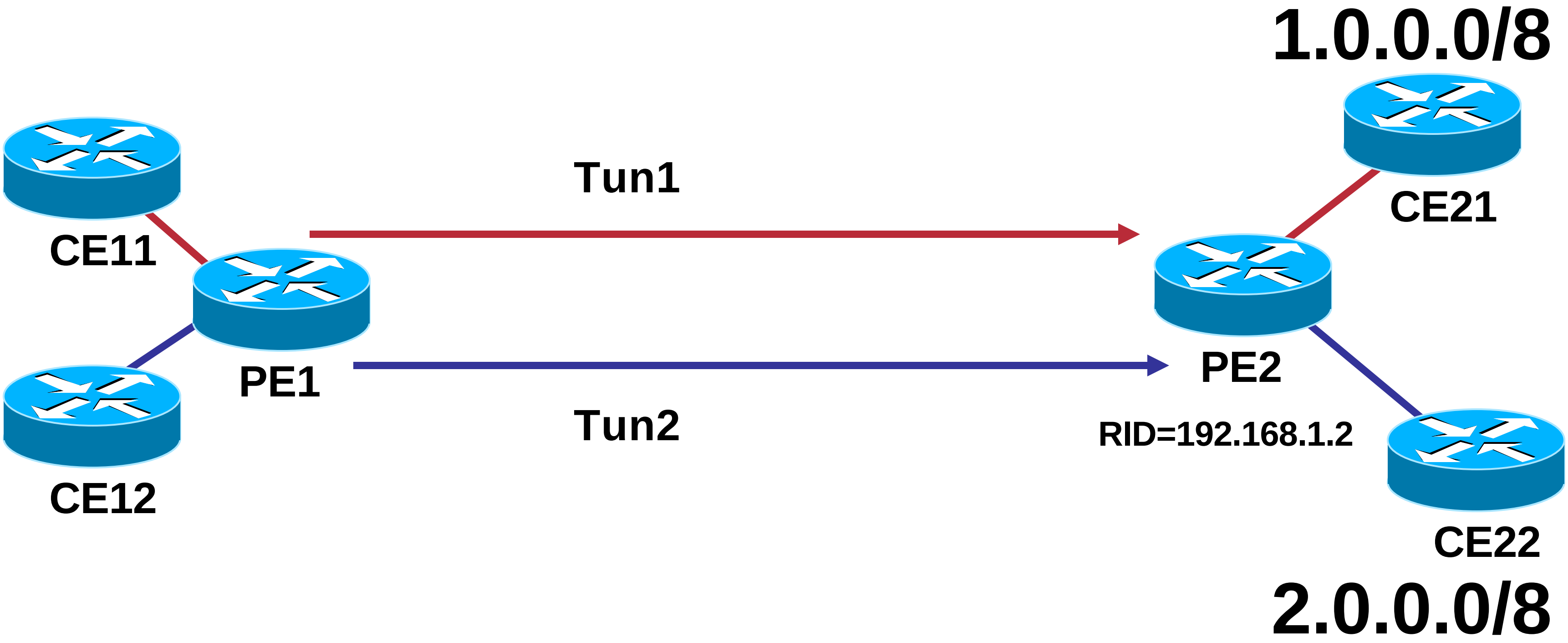
Without Any Changes

```
PE1#sh ip rou vrf one 1.0.0.0
Routing entry for 1.0.0.0/8
  Known via "bgp 3402", distance 200, metric 0, type internal
  Last update from 192.168.1.2 00:00:39 ago
  Routing Descriptor Blocks:
  * 192.168.1.2 (Default-IP-Routing-Table), from 192.168.1.31, 00:00:39 ago
      Route metric is 0, traffic share count is 1
      AS Hops 0, BGP network version 0
```



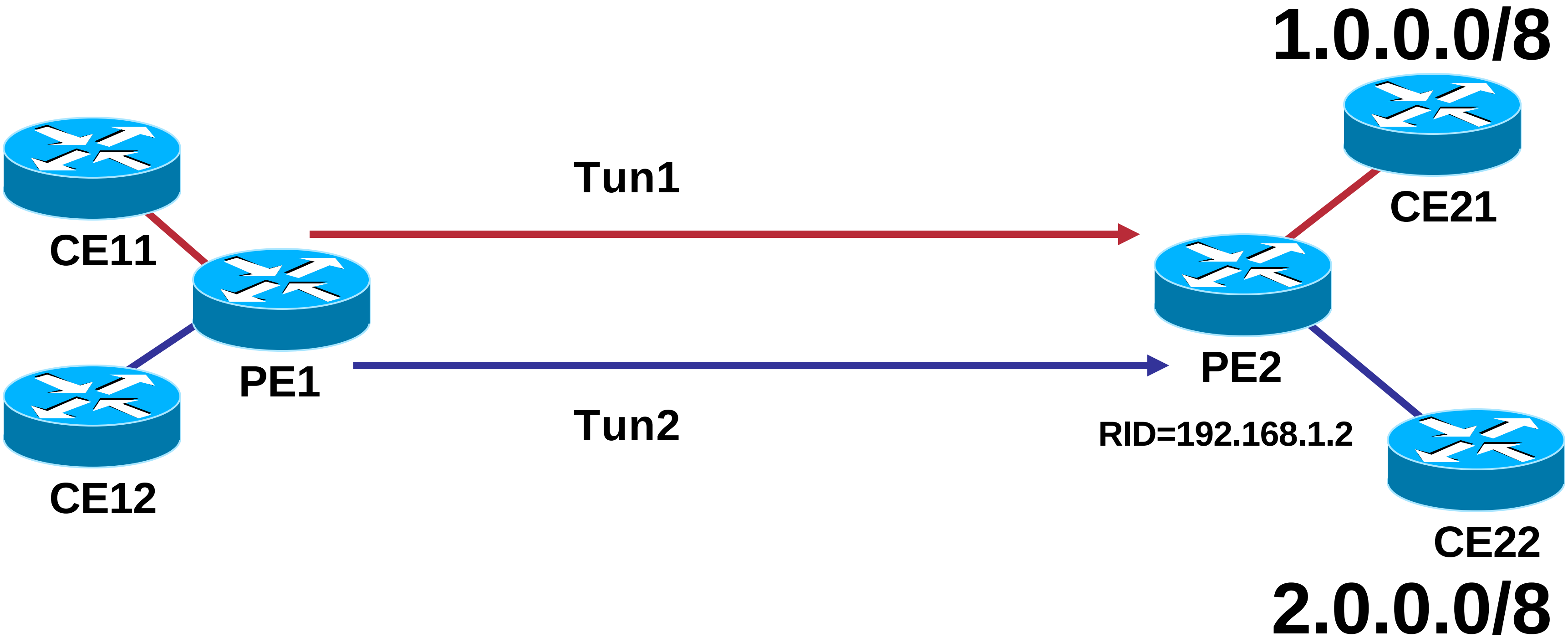
Without Any Changes

```
PE1#sh ip rou vrf two 2.0.0.0
Routing entry for 2.0.0.0/8
  Known via "bgp 3402", distance 200, metric 0, type internal
  Last update from 192.168.1.2 00:01:59 ago
  Routing Descriptor Blocks:
  * 192.168.1.2 (Default-IP-Routing-Table), from 192.168.1.31, 00:01:59 ago
      Route metric is 0, traffic share count is 1
      AS Hops 0, BGP network version 0
```

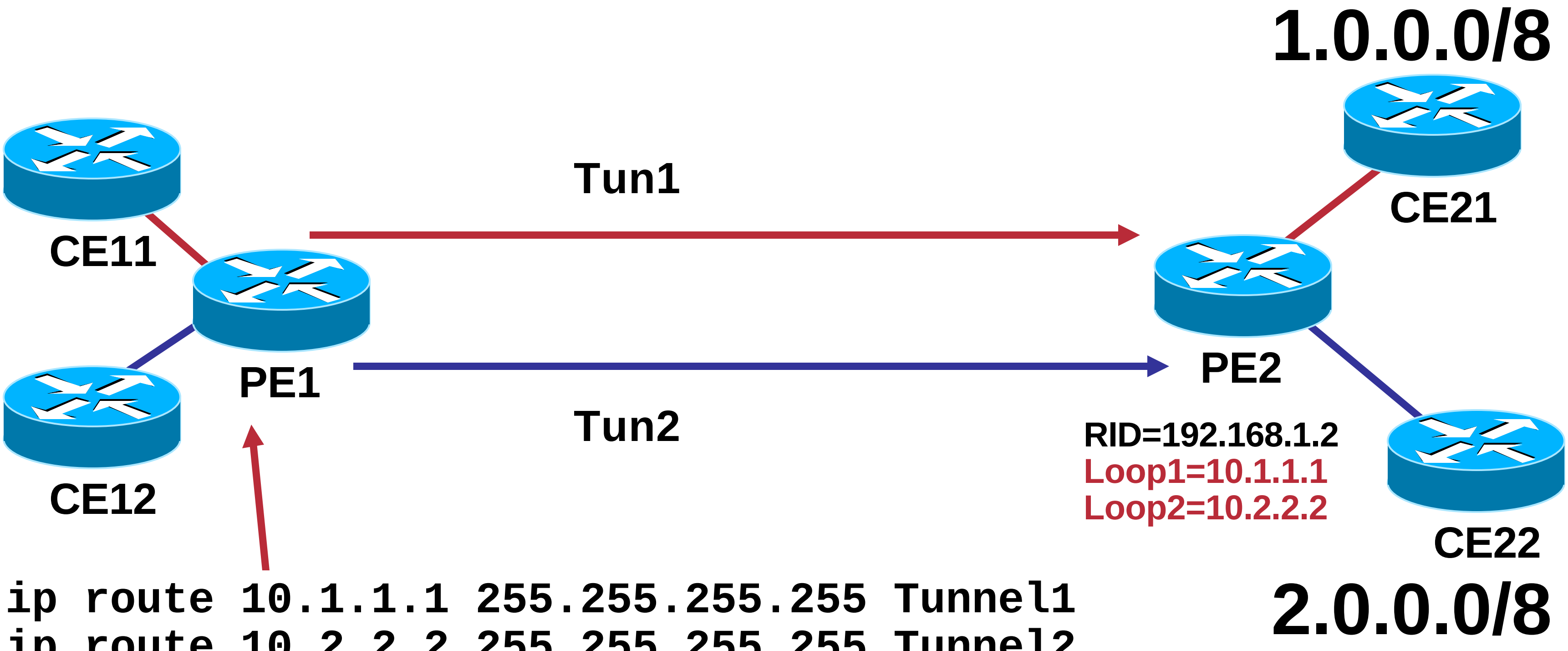


Without Any Changes

```
PE1#sh ip rou 192.168.1.2
Routing entry for 192.168.1.2/32
  Known via "ospf 1", distance 110, metric 129, type intra area
  Last update from 192.168.2.31 on Serial3/0, 00:10:23 ago
  Routing Descriptor Blocks:
  * 192.168.2.31, from 192.168.1.2, 00:10:23 ago, via Serial3/0
      Route metric is 129, traffic share count is 1
```

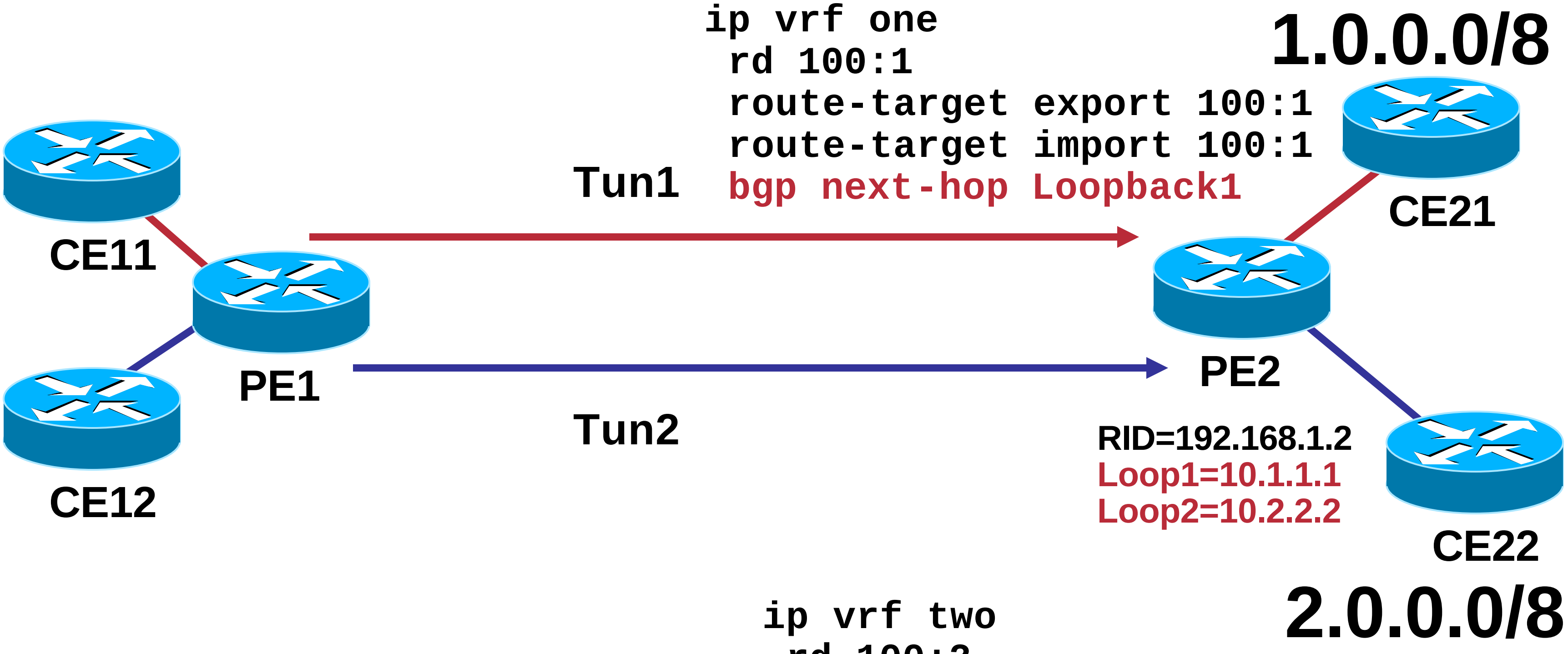


Add Loopbacks on PE2 and Routes on PE1



```
ip route 10.1.1.1 255.255.255.255 Tunnel1
ip route 10.2.2.2 255.255.255.255 Tunnel2
```

Set Next-Hops on PE2 or PE1

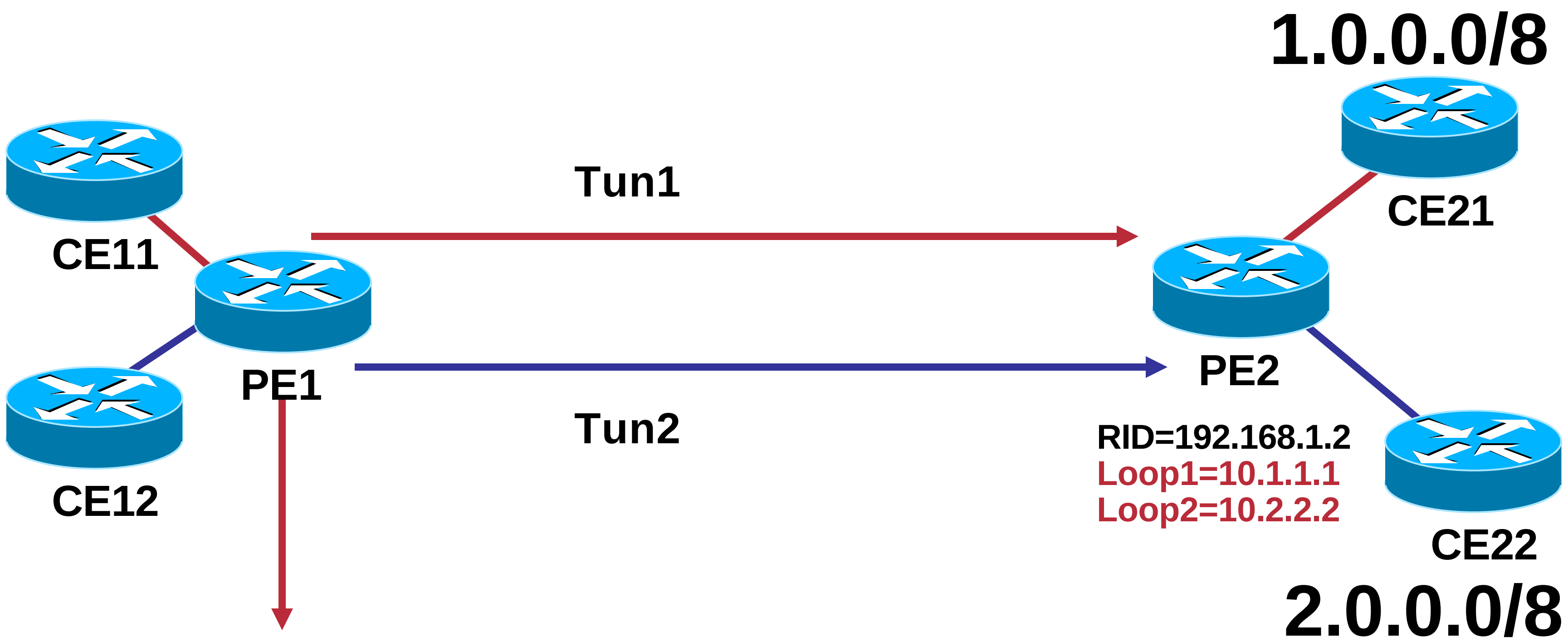


```
ip vrf one
 rd 100:1
 route-target export 100:1
 route-target import 100:1
 bgp next-hop Loopback1
```

RID=192.168.1.2
Loop1=10.1.1.1
Loop2=10.2.2.2

```
ip vrf two
 rd 100:2
 route-target export 100:2
 route-target import 100:2
 bgp next-hop Loopback2
```

Voila!



```
PE1#sh ip cef vrf one 1.0.0.0
1.0.0.0/8, version 12, epoch 0, cached adjacency to Tunnel1
…
PE1#sh ip cef vrf two 2.0.0.0 int
2.0.0.0/8, version 9, epoch 0, cached adjacency to Tunnel2
```

TE+QoS with CBTS

- **Currently, traffic is sent down a TE tunnel based on destination address**

  Exception here is PBR, which isn’t a great idea large-scale

- **Class-Based Tunnel Selection (CBTS) adds flexibility here**
- **Multiple tunnels to the same destination, which can carry different classes of traffic**

  …i.e. VoIP goes over a shorter path, which is a tunnel that’s requested FRR, but bulk data takes a different path and may not request FRR

- **A lot like VC selection for ATM**

CBTS Config

- On a TE tunnel, just add

```
R3(config-if)#tunnel mpls traffic-eng exp ?
  <0-7>   exp
  default default all unconfigured exp to this interface
```

- You can have up to 8 EXP or ‘default’ on a tunnel
- The rest of the tunnel config proceeds as before
- Must enable autoroute or otherwise have routing on the TE tunnel

Integrating TE and L2VPNs

- How do I get traffic for my L2VPNs down my TE tunnels?
- A few possible answers, depending on the granularity you want:
  - All traffic to a given destination PE
  - All traffic for a set of pseudowires

All Traffic to a Given Destination PE

- Autoroute
- Forwarding-adjacency
- Static routes
- … just like any other traffic down a TE tunnel
- Covered in RST-2603, “Deploying MPLS-TE”

All Traffic for a Set of Pseudowires

- Use tunnel selection
- Set of PW can be 1 or more to the same destination
- Shipped in 12.0(25)S
- Easy way to connect a given AToM pseudowire to a specific TE tunnel
- Enables you to sell pseudowires attached to TE tunnels with different services
- Could offer a BW guarantee vs. best-effort PW
- Could offer protected vs. unprotected PW
- Could offer both

Tunnel Selection: Configuration

1. Build your TE tunnel

```
interface Tunnel2
 ip unnumbered Loopback0
 tunnel destination 192.168.1.21
 tunnel mode mpls traffic-eng
 tunnel mpls traffic-eng path-option 10 dynamic
 tunnel mpls traffic-eng fast-reroute
```

2. Build a pseudowire-class to point down that tunnel

```
pseudowire-class protected
 encapsulation mpls
 preferred-path interface Tunnel2
```

3. Attach the pw-class to a customer-facing interface

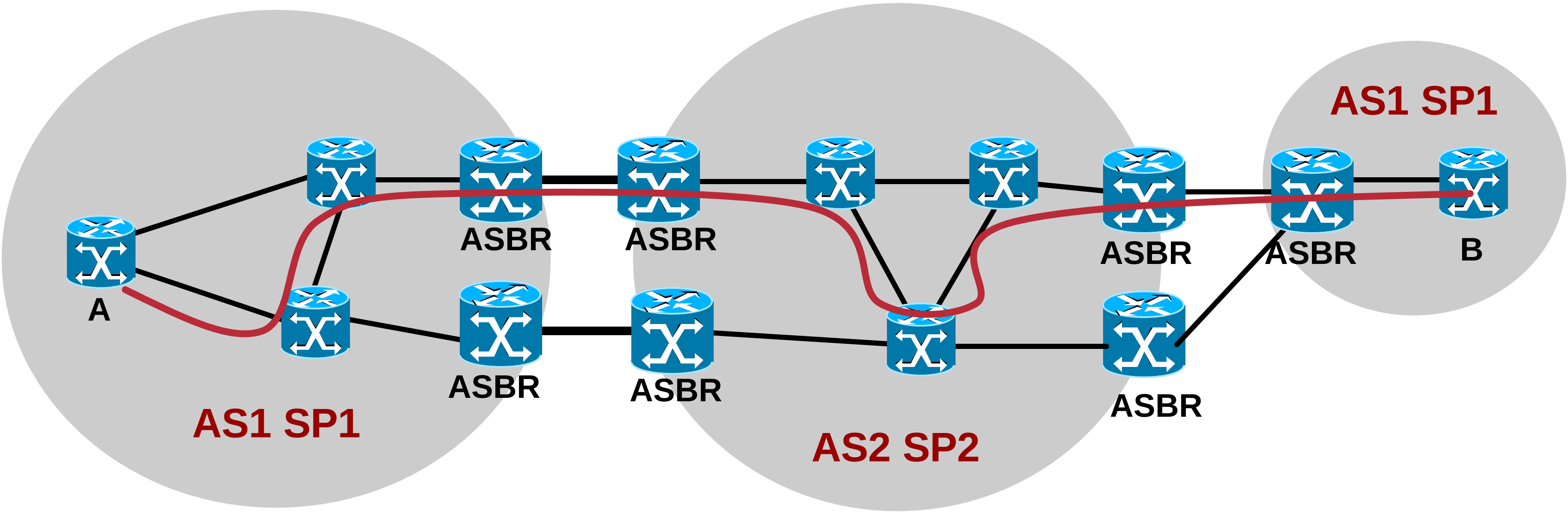
```
interface Serial2/0
 xconnect 192.168.1.21 1 pw-class protected
```

INTER-AS TE

Inter-AS TE

- Goal: Build a TE LSP from A to B
- Why: connect separate parts of an AS across another's backbone
- How: inter-AS TE

  Looks a lot like inter-area TE



Inter-AS TE

Extends Existing TE Capabilities with

- ASBR node protection
- Loose path
- ASBR forced link flooding
- Cisco IOS RSVP local policy extensions for inter-AS
- Per-neighbor RSVP keys

- Will ship in 12.0(29)S (fall ’04)

FAST REROUTE

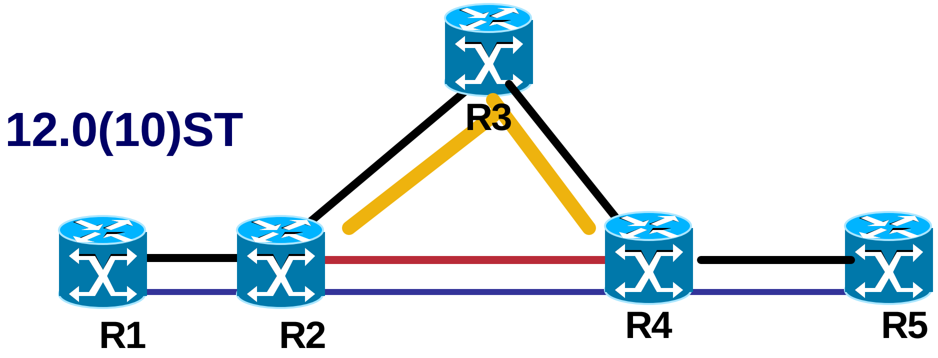
Fast Reroute

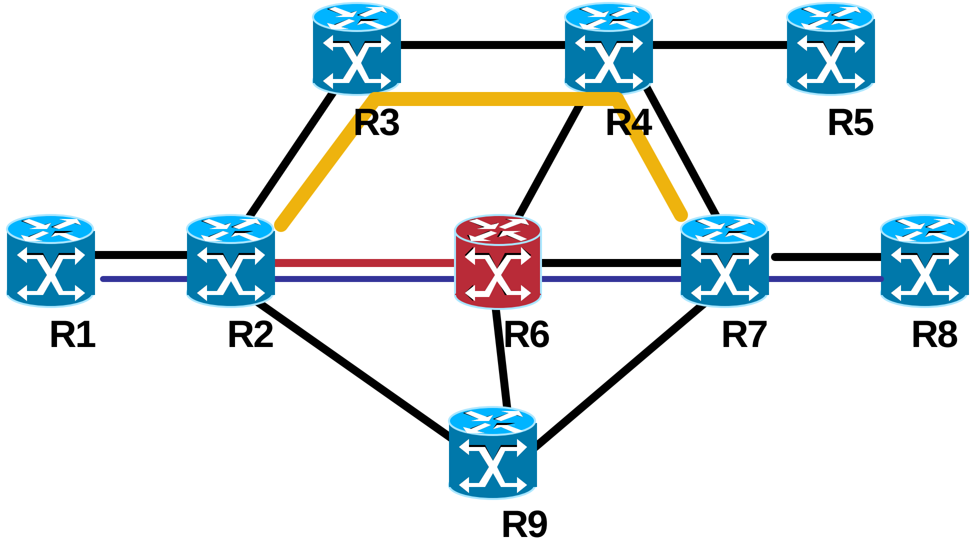
- Link and node protection are shipping today, have been for a while
- Path protection is on its way (12.0(30)S)
- Goal of all protection schemes: use MPLS-TE to build loop-free paths to send traffic down in the event of a failure

Types of FRR: Local Repair

MPLS Fast Reroute Local Repair

- **Link protection: the backup tunnel tail-head (MP) is one hop away from the PLR**





- **Node protection + ENHANCEMENTS: the backup tunnel tail-end (MP) is two hops away from the PLR**

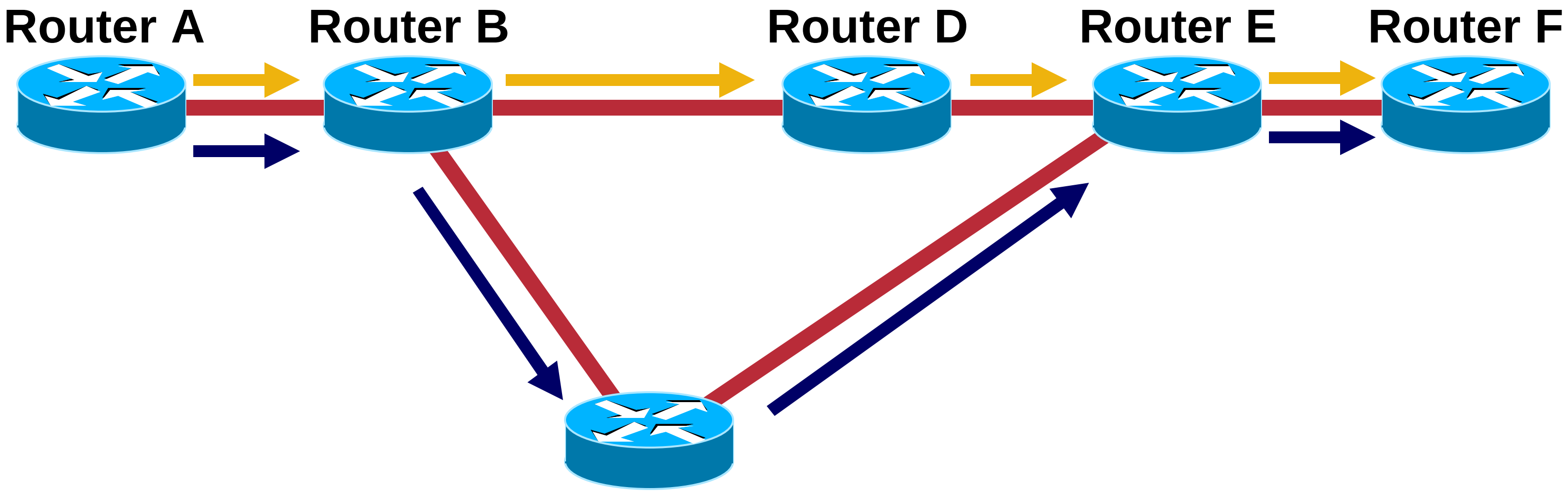
12.0(22)S

Types of FRR: Local Repair

- Link protection: pre-establish a TE tunnel to the Next-Hop (NHOP)
- Node protection: pre-establish a TE tunnel to the Next-Next-Hop (NNHOP)
- In both cases, when a failure is detected, send traffic that used to pass through the NHop/NNHop down the pre-established backup tunnel
- Loss is O(msec)—depends on design, HW, SW

Types of FRR: Path Protection

- **Link, Node protection: pre-establish 1 TE tunnel per {NHop/NNHop}**
- **Path protection: pre-establish 2 LSPs for 1 TE tunnel, taking two diverse paths**



Types of FRR: Path Protection

- **Path protection: pre-establishes 2 LSPs for 1 TE tunnel, taking 2 diverse paths**
- **When a failure is detected anywhere on the tunnel, the headend switches over to the other LSP**
- **Failure detection takes longer because we're not just protecting against failure of a directly connected resource**
- **Loss is msec to sec, depending on size of the network and location of the failure**

FRR Scalability

- N = Number of nodes involved in FRR
- D = Degree of connectivity per N
- Link protection scales O(N*D)
- Node protection scales O(N*D^2)
- Path protection scales O(N^2)

FRR Scalability

- In the real world, 10 < N < 200, and 4 < D < 6
- How many LSPs does this translate to?

N	D	Link	Node	Path
10	4	40	160	100
100	5	500	2500	10000
200	6	1200	7200	40000

FRR Scalability

- Moral of the story: use whatever fits your needs
- Link protection is easiest, scales best
- Node protection is probably best overall
- Path protection solves specific problems (rectangles), fits some people’s models better
- Autotunnel makes link and node protection easier (see next section)

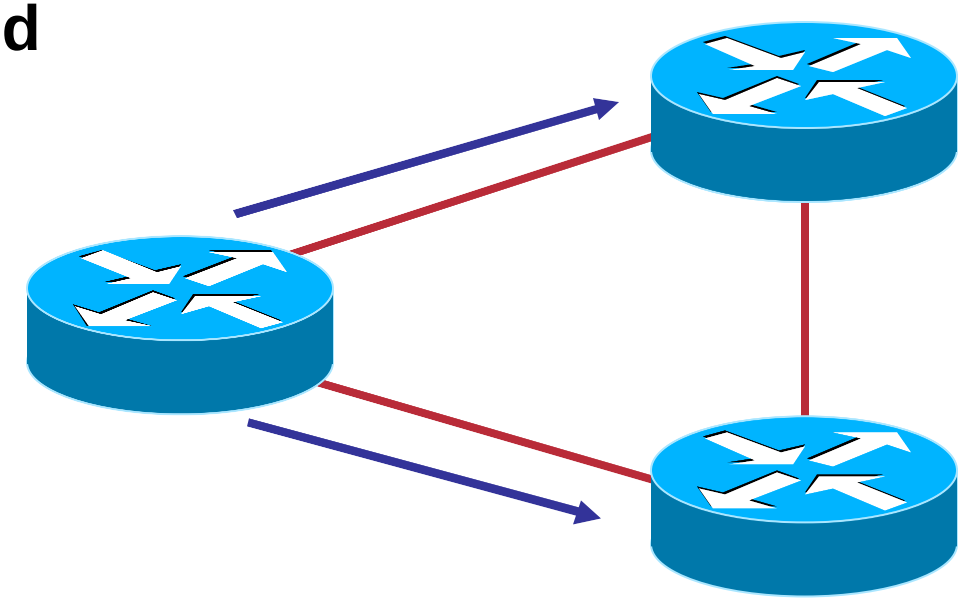
TE AUTOMATION

Automation

- Autotunnel
  - Primary 1hop
  - Backup
  - Meshgroup
- Autobandwidth

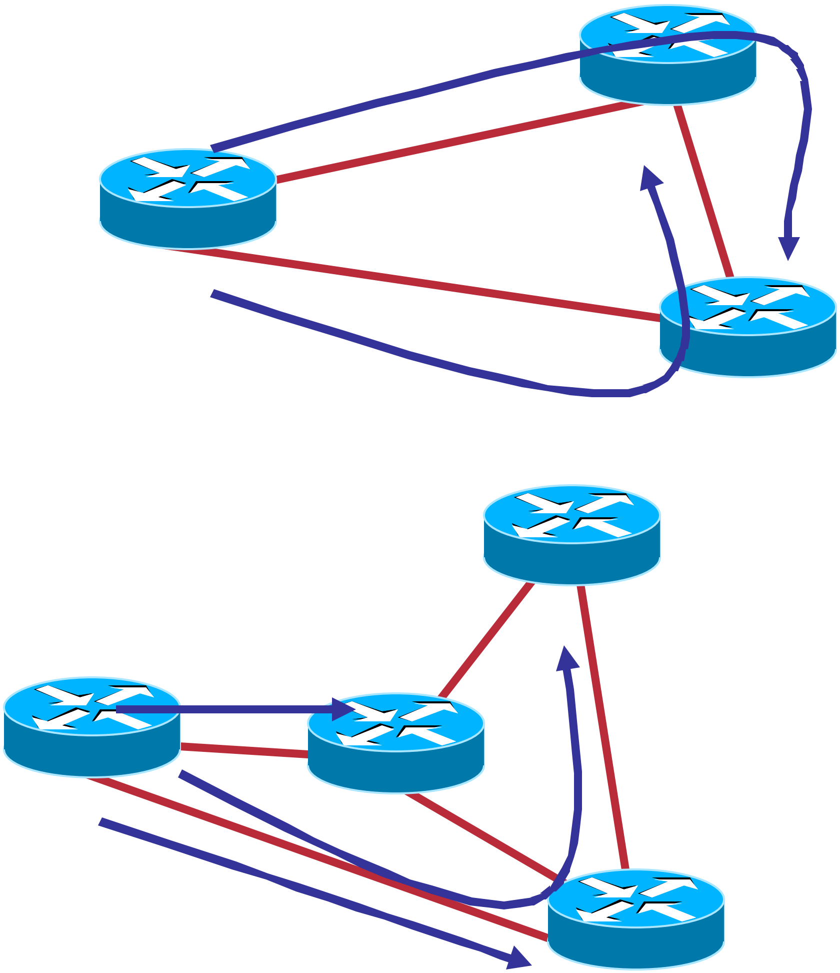
Autotunnel Primary Onehop

- Primary onehop—build a TE tunnel to each directly connected neighbor
- This is so we have something to protect
- Not terribly useful by itself, designed to be used in conjunction with NHop tunnels (next slide)



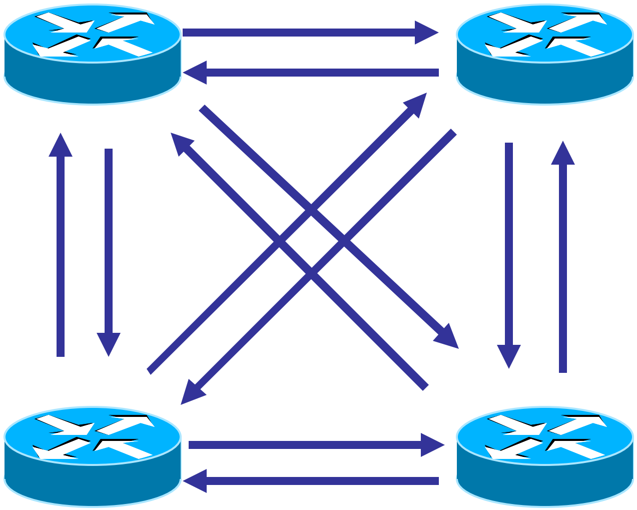
Autotunnel Backup

- **Build NHop or NNHop (aka link or node) protection tunnels automatically**
- **Automatically (link or node) disjoint**
- **Lets you provide connectivity protection with minimal config**



Autotunnel Mesh Group

- Automatically build a full mesh of TE tunnels between a set of routers
- Lets you take advantage of NNHop protection
- Also can use the full mesh for a traffic matrix



Using Autotunnel

- Different combinations

  (primary onehop) + (NHop) == link protection

  (mesh group) + (NHop) == link protection, full mesh

  (mesh group) + (NNHop) + (NHop) == link and node protection, full mesh

- NOTE: need (mesh group) or manually created full mesh in order to use (NNHop)!

Configuring Autotunnel

- **Primary onehop:** `mpls traffic-eng auto-tunnel primary onehop`
- **Link protection:** `mpls traffic-eng auto-tunnel backup nhop-only`
- **Link+node protection:** `mpls traffic-eng auto-tunnel backup`
- **Mesh group:** `mpls traffic-eng auto-tunnel mesh`

- **So instead of N tunnels (1 per neighbor for primary onehop, 1 per neighbor for NHop-only, 1 per NNHop) at ~7 lines of config per tunnel, you need 1 line of config globally**
- **There are also config options (tunnel interface range to use, timers, etc.)**
- **Still need TE config on physical interface and in IGP**

Autotunnel and SRLG

- GMPLS work defined something called a "Shared Risk Link Group" (SRLG)
- Basically a conduit identifier
- A single interface can belong to multiple SRLGs
- Autotunnel backup can automatically take into account any configured SRLGs for any interfaces it protects and make sure not to cross those

Autotunnel and SRLG

- **On the physical interface:**

```
mpls traffic-eng srlg 25
mpls traffic-eng srlg 42
```

- **At the headend:**

```
mpls traffic-eng auto-
  tunnel backup srlg
  exclude {preferred|force}
```

The Interface Command Says “This Link Belongs to Conduits 25 and 42”

The Headend Command Says “When Calculating Paths for Autotunnel Backup Tunnels, Avoid Going over Links That Have a Common SRLG to the Protected Interface”

Autotunnel and SRLG

- SRLG support is currently only for autotunnel backup
  - No support for autotunnel mesh group
  - No support for manually created tunnels
- Not terribly useful for primary tunnels
- If you're going to create a manual tunnel that protects an interface, you need to explicitly place it to avoid any common SRLGs

Autobandwidth

- **Autobandwidth has been around for a while**
- **Growing in popularity in conjunction with autotunnel**
- **Autobandwidth: periodically resize a TE tunnel based on the traffic that goes down it**
- **On a TE tunnel: `tunnel mpls traffic-eng auto-bw`**
- **Knobs exist for changing the period and setting minimum and maximum bandwidths**

MORE COOL STUFF

Miscellaneous Yet Highly Cool Stuff

- Scalable Debugs
- Refresh Reduction
- Pacing

Scalable Debugs

- Debugs are a fact of life
- In my experience, the single most useful TE-related debug is of RSVP signaling
- How do you debug a single LSP at a midpoint that may have 10,000 LSPs through it?
- Answer: ACLs!

Scalable Debugs

```
access-list 102
   permit udp
   host 1.2.3.4 eq 4
   host 2.3.4.5 eq 700
```

- Extended numbered ACL
- Overloading UDP as the protocol type, for the ports
- <src> is the tunnel headend
- <srcport> is the ifnumber (Tunnel ID)
- <dst> is the tunnel tail
- <dstport> is the LSP ID

  LSP ID not all that useful to monitor, usually left blank

Scalable Debugs

1. `debug ip rsvp filter 102`
2. `debug ip rsvp {signalling|dump-messages}`

- Lots more RSVP debugs available, these are the big two
- Debugs changed a bit in 12.0(24)S; for older software and for more details see the techtip:

  http://www/en/US/tech/tk436/tk428/technologies_tech_not09186a008019d842.shtml

Refresh Reduction

- Normal RSVP state maintenance is 1 PATH and 1 RESV per LSP per link every 30s +/- 50%
- For 1,000 LSPs this is 2,000 PATH and 2,000 RESV per minute, on average
- RFC2961, “RSVP Refresh Overhead Reduction Extensions” greatly reduces this
- In practice, haven’t seen the number of messages be a problem

  `ip rsvp signalling refresh reduction` globally

Message Pacing

- Early on, we discovered that we can send RSVP messages so fast, we fill up the input queue on the other side
- Full input queue == Bad
- Need to pace messages, but still send them out quickly
- `ip rsvp signalling rate-limit` globally
- Best practice (soon to be default):

```
ip rsvp signalling rate-limit burst 8
 maxsize 2000 period 20
```

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NETWORK INTEGRATION WITH MPLS: MPLS HIGH AVAILABILITY

Agenda

- MPLS High Availability (HA) Overview
- Coexistence with IP Non-Stop Forwarding/Stateful Switchover (NSF/SSO)
- MPLS HA Components

  MPLS HA—LDP NSF/SSO

  MPLS HA—BGP VPNv4 NSF/SSO

  MPLS HA—Management
- Summary

Problem Description

- Link failures—solved using redundancy in network design and MPLS TE FRR
- Node failures—solved using redundant nodes and meshing of connections
  - Also using MPLS TE FRR node protection
- Line card failures
  - Hardware redundancy—line card redundancy (1+1, 1:N, 1:1)
- RP failures
  - Dual RP systems
  - HA software provides seamless transition…

RP Failures

Problem:

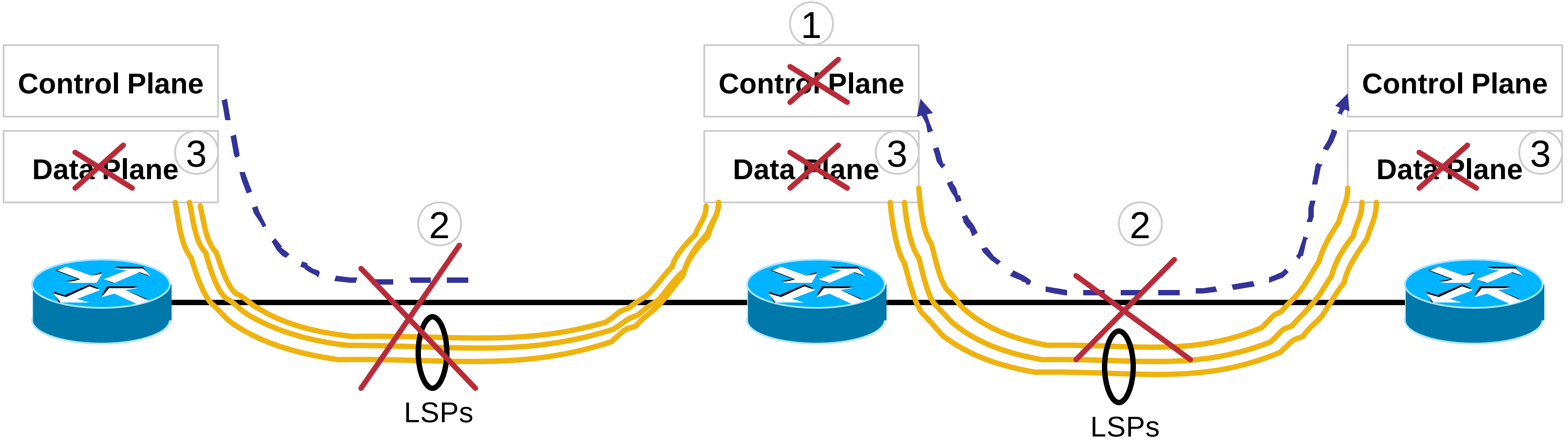
- **With RP failures, need to wait for**
  - **Standby RP to initialize**
  - **Configuration synch up**
- **With RPR+:**
- **Full software image pre-initialized on standby RP**
- **Line cards stay up with NO reload/reinitialization**
- **Both startup and running configs are synced to the standby RP**
- **No link flaps for HDLC (POS) and Ethernet (need to consider for existing HA feature such as FRR, dual homing)**
- **Recovery in 5–30 seconds**
- **No MPLS specific changes**

Problem Description

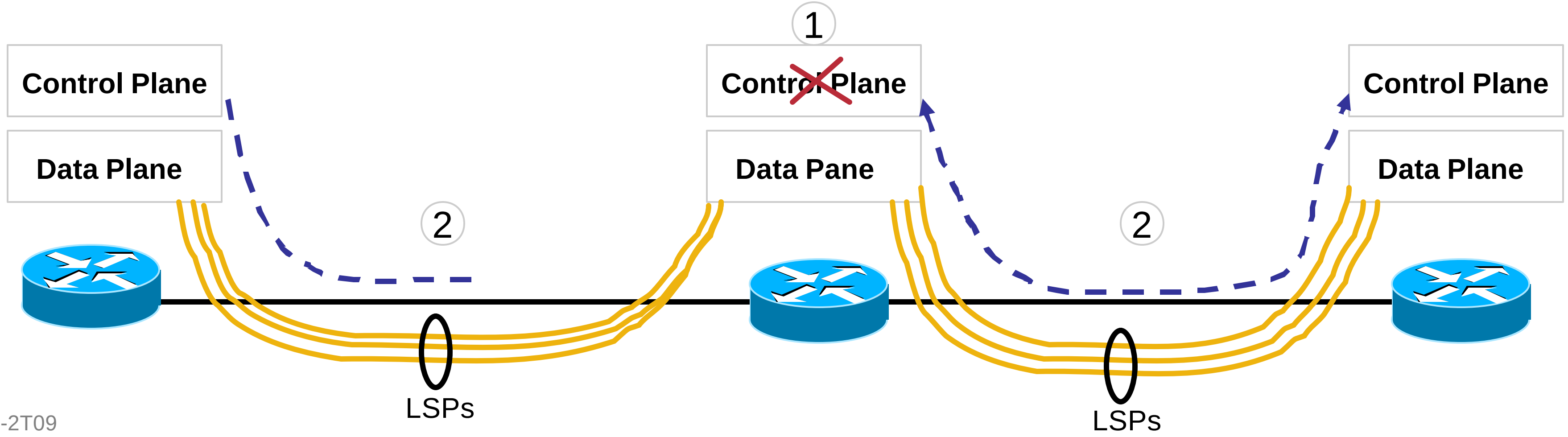
- The TCP session between two LDP/BGP peers may go down for several reasons such as RP switchover due to HW/SW failures
- LDP and BGP use TCP as a reliable transport mechanism for its protocol messages
- On detection of TCP session failure (if HW/SW failure), existing LDP and BGP control plane components would disrupt their forwarding state

Continuous Forwarding of Traffic During Control Plane Service Disruption

Before Cisco NSF/SSO Support and Graceful Restart

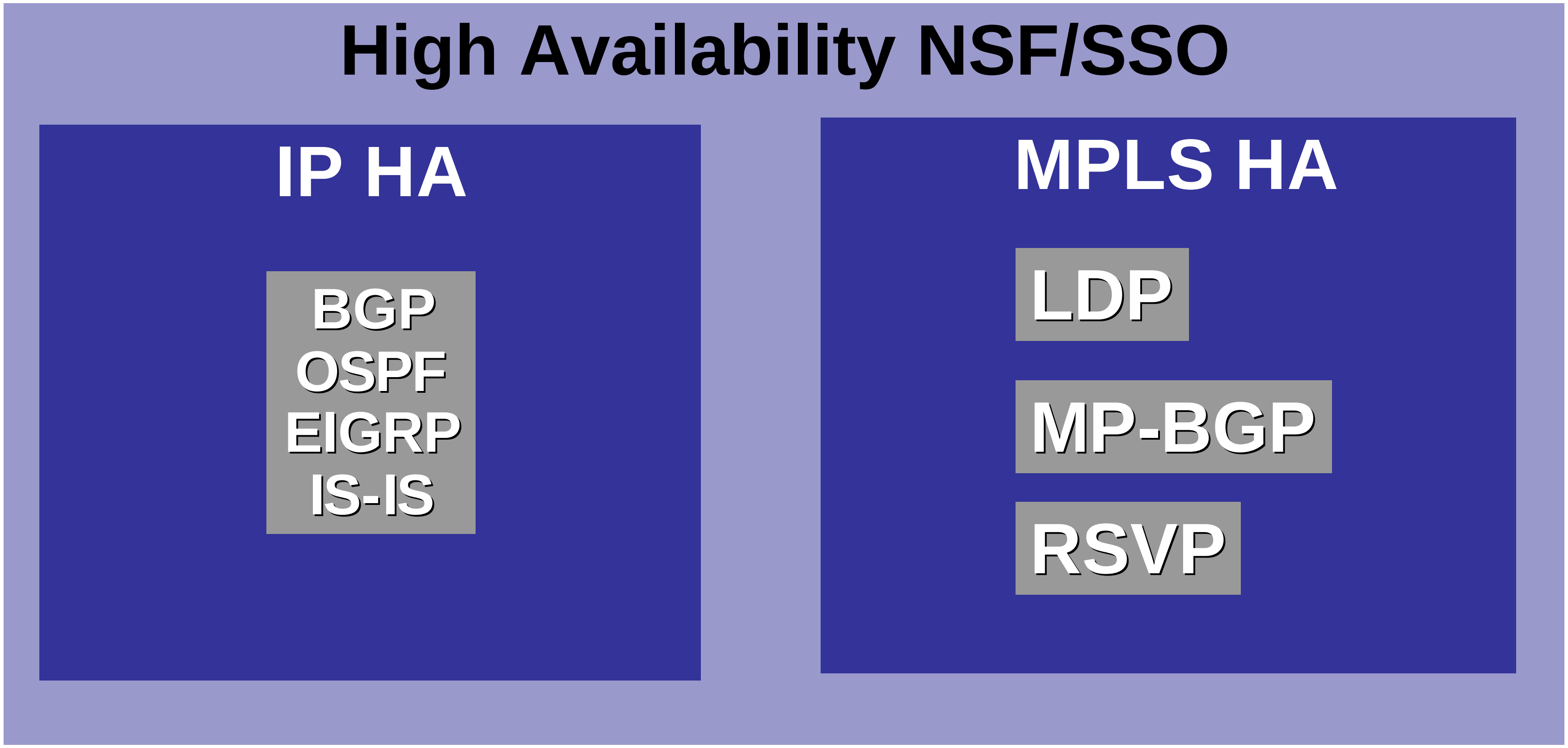


After Cisco NSF/SSO Support and Graceful Restart



Solution: MPLS HA Umbrella

Enhance the Key Protocols Used in MPLS Control Plane to Minimize the Disruption in MPLS Forwarding Plane



High Availability NSF/SSO

IP HA

BGP
OSPF
EIGRP
IS-IS

MPLS HA

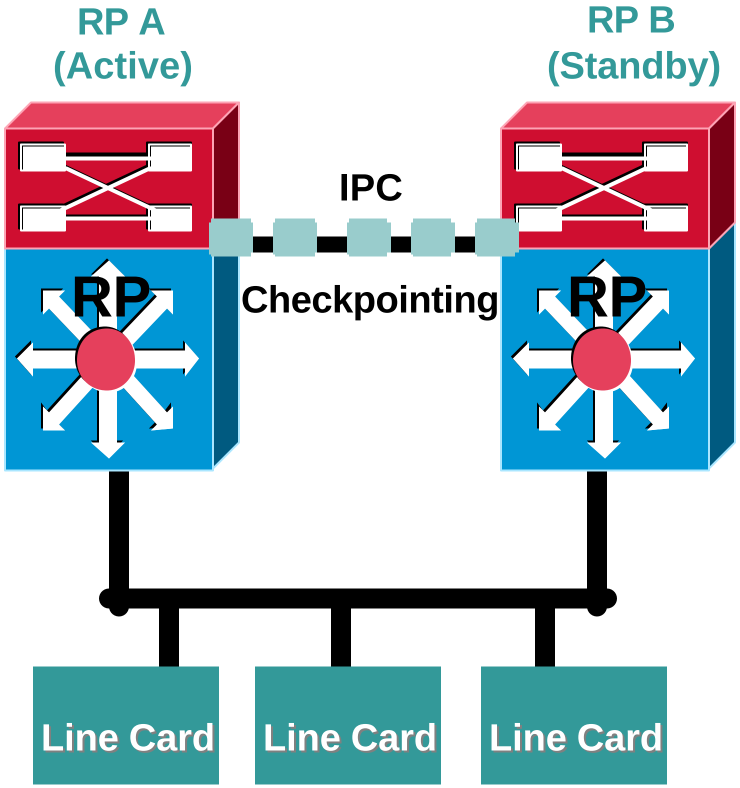
LDP

MP-BGP

RSVP

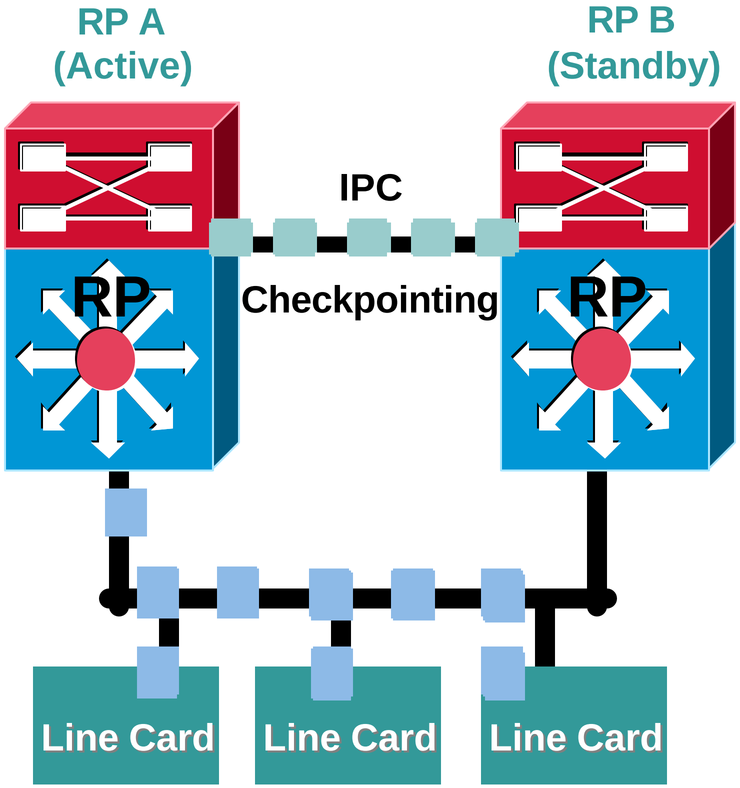
NSF/SSO Architecture Phase I

1. RPs initialize, assign roles (Active/Standby), negotiate mode (SSO), begin checkpointing state



NSF/SSO Architecture Phase II

1. RPs initialize, assign roles (Active/Standby), negotiate mode (SSO), begin checkpointing state
2. L2/L3 services provided by Active Forwarding done directly via line cards/ forwarding ASICs

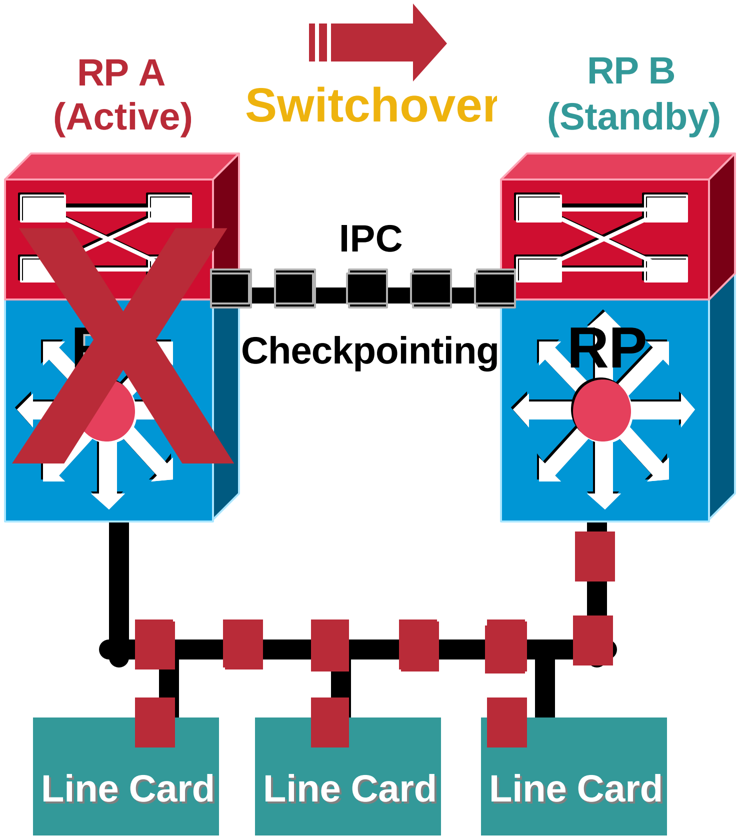


NSF/SSO Architecture Phase III

1. RPs initialize, assign roles (Active/Standby), negotiate mode (SSO), begin checkpointing state

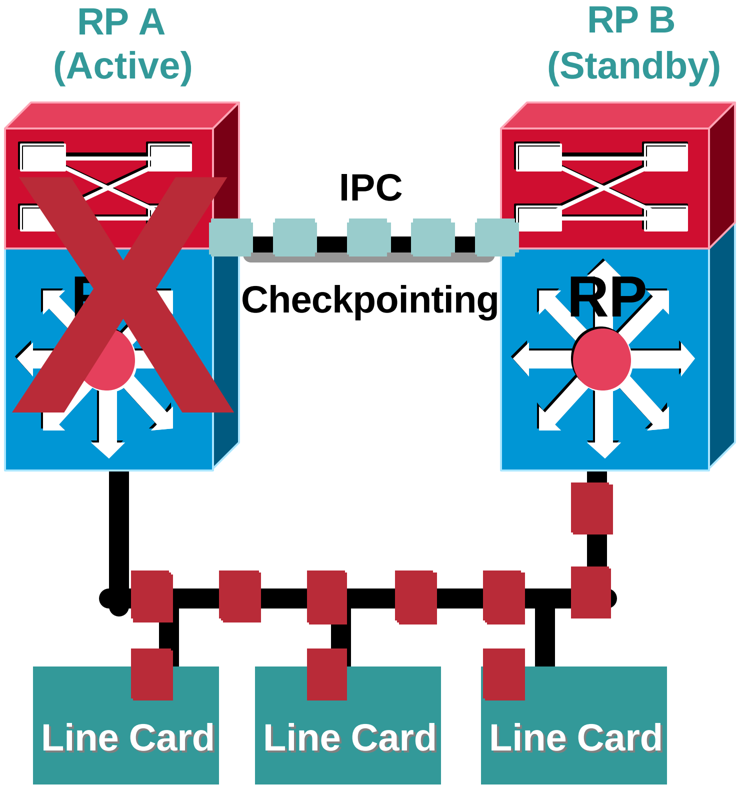
2. L2/L3 services provided by Active
   Forwarding done directly via line cards/ forwarding ASICs

3. **Active RP fails**
   Switchover starts, checkpointing stops
   Forwarding continues on LCs/FP;
   RP B assumes Active role and begins providing L2, L3 services;
   L2 continues where it left off;
   L3 reconverges, updates RIB then FIB



NSF/SSO Architecture Phase IV

1. RPs initialize, assign roles (Active/Standby), negotiate mode (SSO), begin checkpointing state
2. L2/L3 services provided by Active Forwarding done directly via line cards/ forwarding ASICs.
3. Active RP fails Switchover starts, checkpointing stops Forwarding continues on LCs/FP; RP B assumes Active role and begins providing L2, L3 services; L2 continues where it left off; L3 reconverges, updates RIB then FIB
4. **RP A reloads, reboots, reinitializes and rejoins as Standby; Checkpointing resumes from Active to Standby**



Agenda

- MPLS HA Overview
- Coexistence with IP NSF/SSO
- MPLS HA Components
  - MPLS HA—LDP NSF/SSO
  - MPLS HA—BGP VPNv4 NSF/SSO
  - MPLS HA—Management
- Summary

MPLS NSF/SSO-Coexistence

- IP HA speeds up MPLS recovery

  No waiting for the route processor

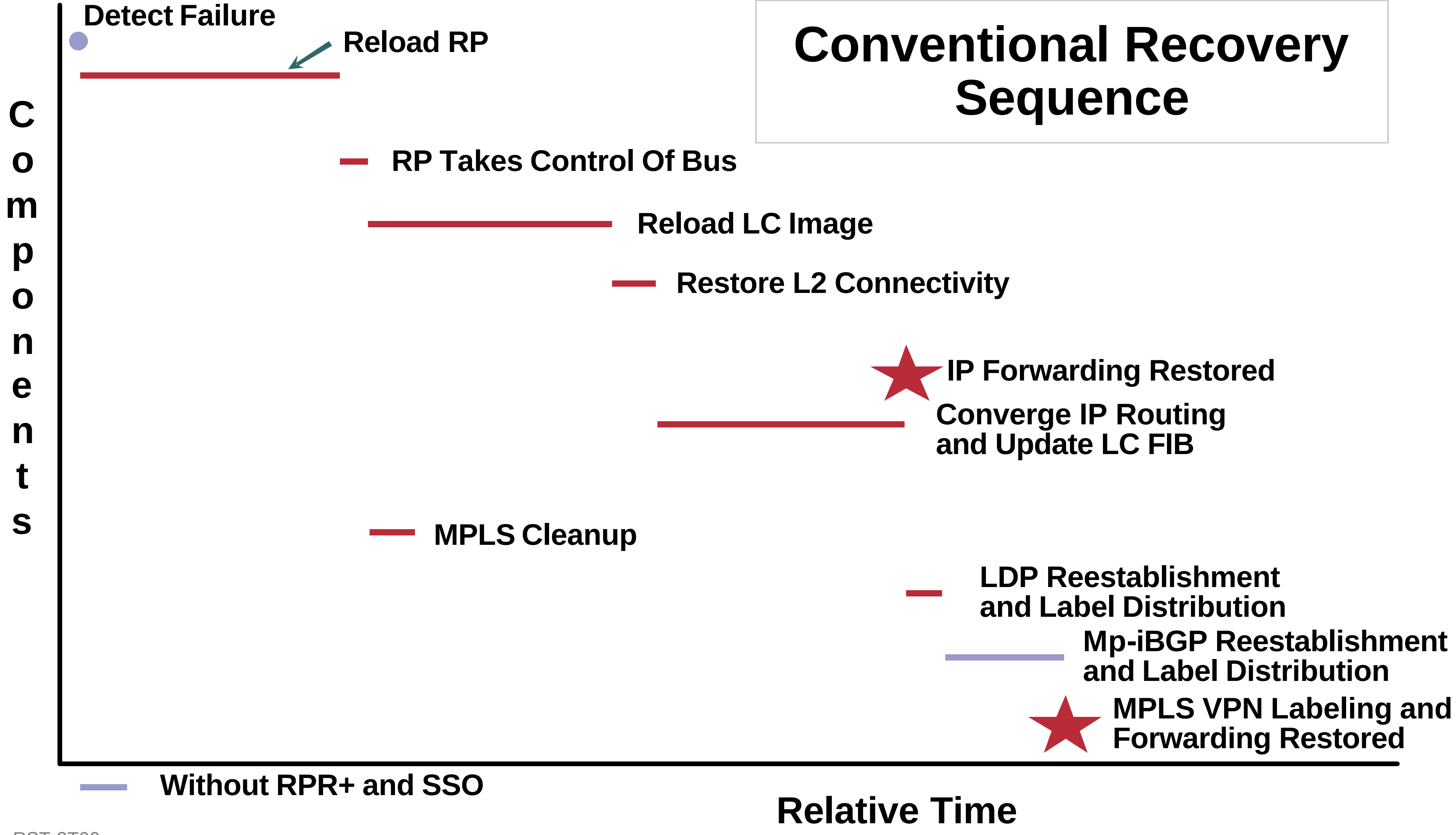
  No loss of Layer 2 connectivity, so it does not need to be re-established

  MPLS with IP SSO begin rebuilding more quickly after a switchover to the standby RP

- SSO coexistence feature allows the mix of SSO and non-SSO features at the same time

- During the switchover, MPLS forwarding entries are removed from the linecards and MPLS forwarding is stopped

Restoring MPLS Following an RP Failure



Conventional Recovery Sequence

Detect Failure

Reload RP

RP Takes Control Of Bus

Reload LC Image

Restore L2 Connectivity

IP Forwarding Restored

Converge IP Routing and Update LC FIB

MPLS Cleanup

LDP Reestablishment and Label Distribution

Mp-iBGP Reestablishment and Label Distribution

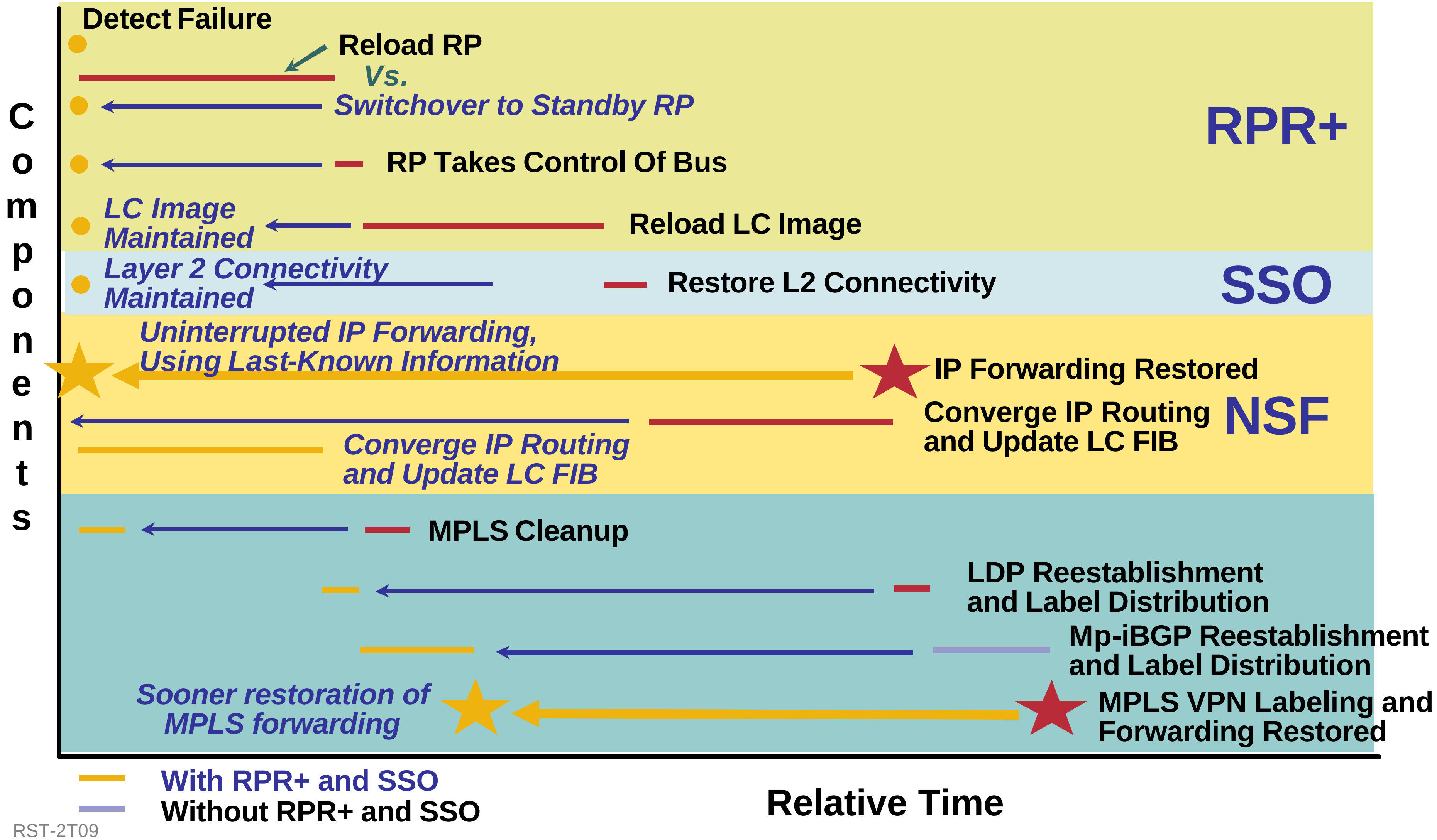
MPLS VPN Labeling and Forwarding Restored

Components

Relative Time

Without RPR+ and SSO

Faster MPLS Recovery Coexists with NSF



Components

Detect Failure

Reload RP

Vs.

Switchover to Standby RP

RPR+

RP Takes Control Of Bus

LC Image Maintained

Reload LC Image

Layer 2 Connectivity Maintained

Restore L2 Connectivity

SSO

Uninterrupted IP Forwarding, Using Last-Known Information

IP Forwarding Restored

Converge IP Routing and Update LC FIB

NSF

Converge IP Routing and Update LC FIB

MPLS Cleanup

LDP Reestablishment and Label Distribution

Mp-iBGP Reestablishment and Label Distribution

Sooner restoration of MPLS forwarding

MPLS VPN Labeling and Forwarding Restored

🟨 With RPR+ and SSO

🟪 Without RPR+ and SSO

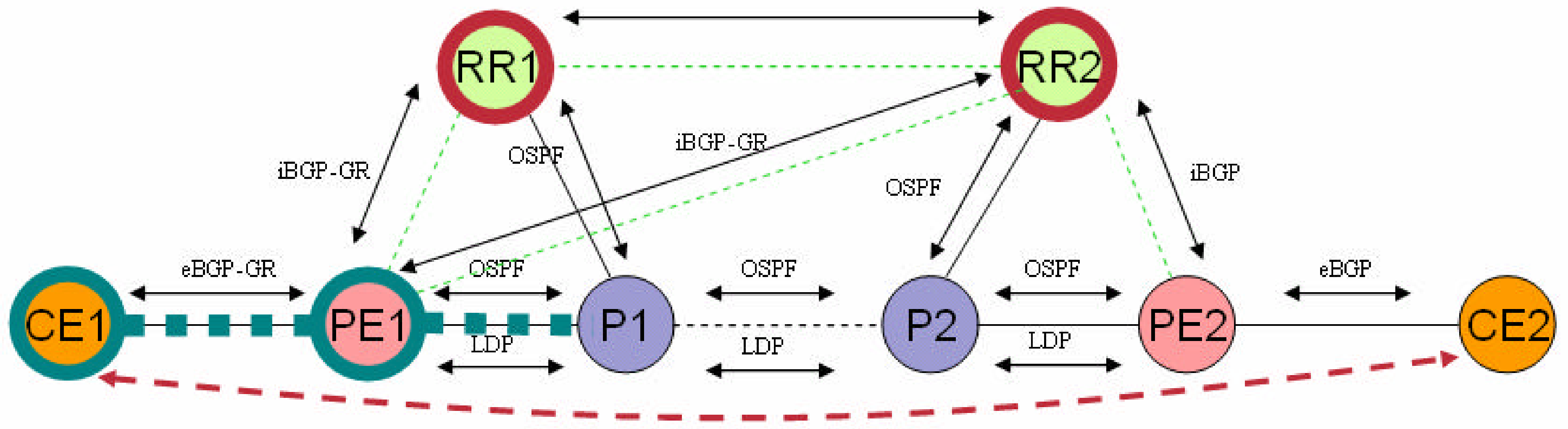
Relative Time

Various MPLS SSO-Coexistence Scenarios

- **All peers are SSO capable/aware:**
  - IP over MPLS (LDP)
  - MPLS VPN—best case
- **All PEs are SSO capable/aware:**
  - IP over MPLS (LDP)
  - MPLS VPN—worst case

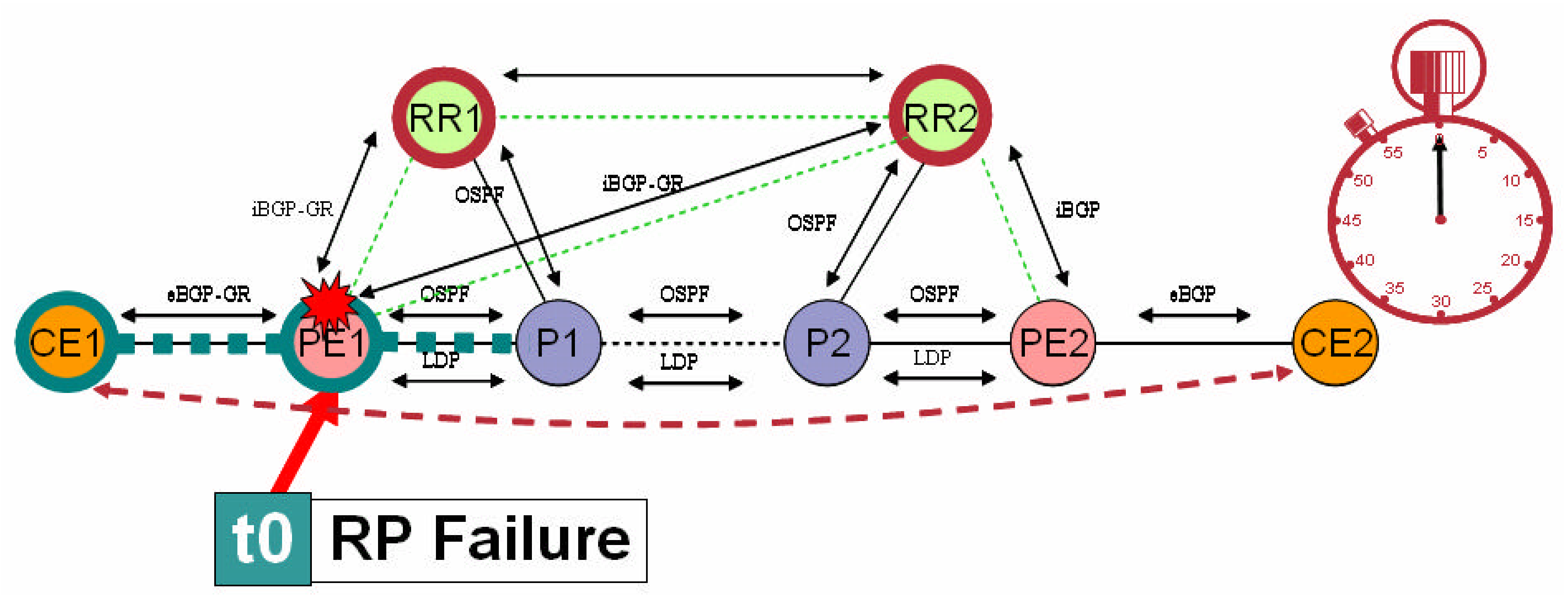
MPLS VPN SSO-Coexistence Walkthrough

Case : All Devices Are SSO Capable/Aware



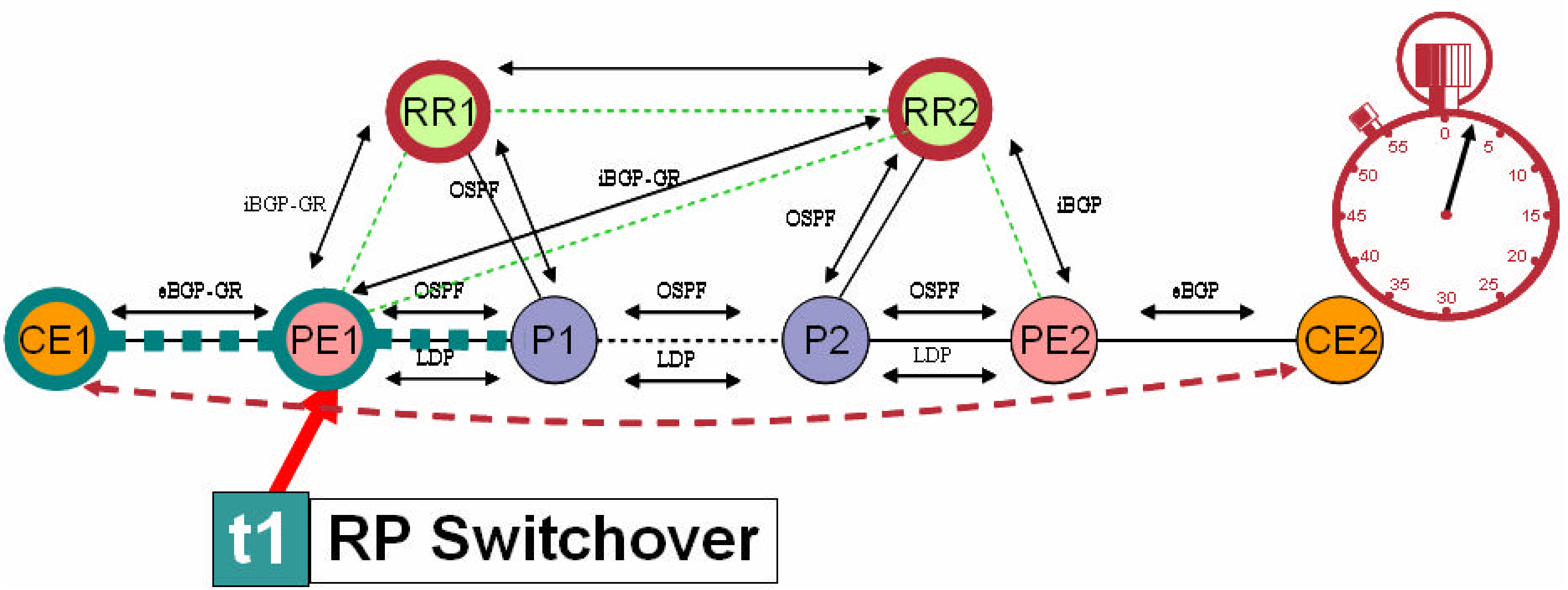
MPLS VPN SSO-Coexistence Walkthrough

Case : All Devices Are SSO Capable/Aware



MPLS VPN SSO-Coexistence Walkthrough

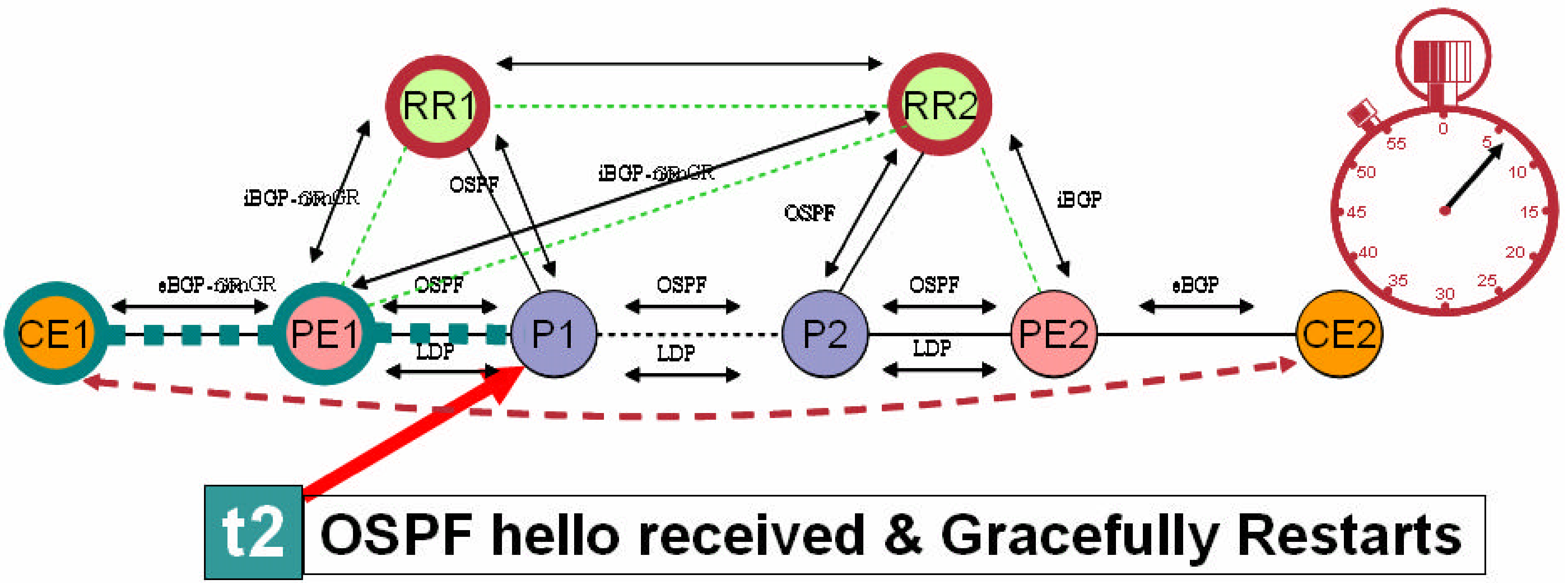
Case : All Devices Are SSO Capable/Aware



t1 RP Switchover

MPLS VPN SSO-Coexistence Walkthrough

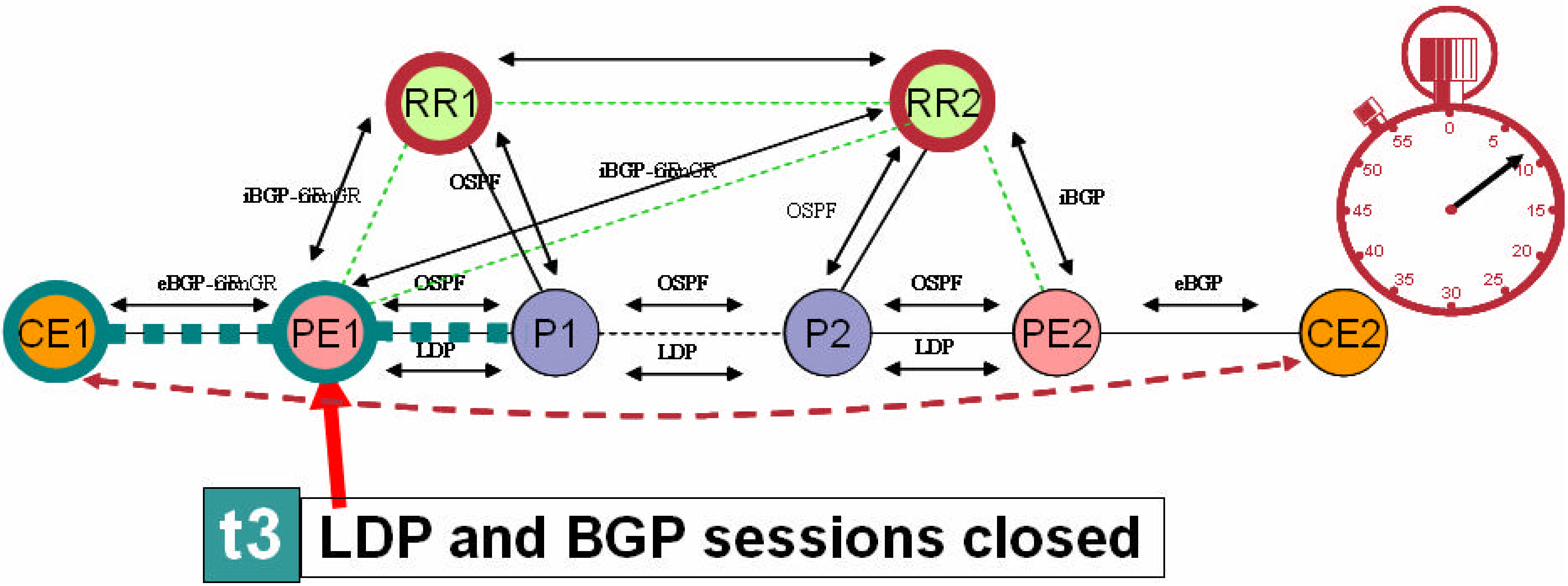
Case : All Devices Are SSO Capable/Aware



t2 OSPF hello received & Gracefully Restarts

MPLS VPN SSO-Coexistence Walkthrough

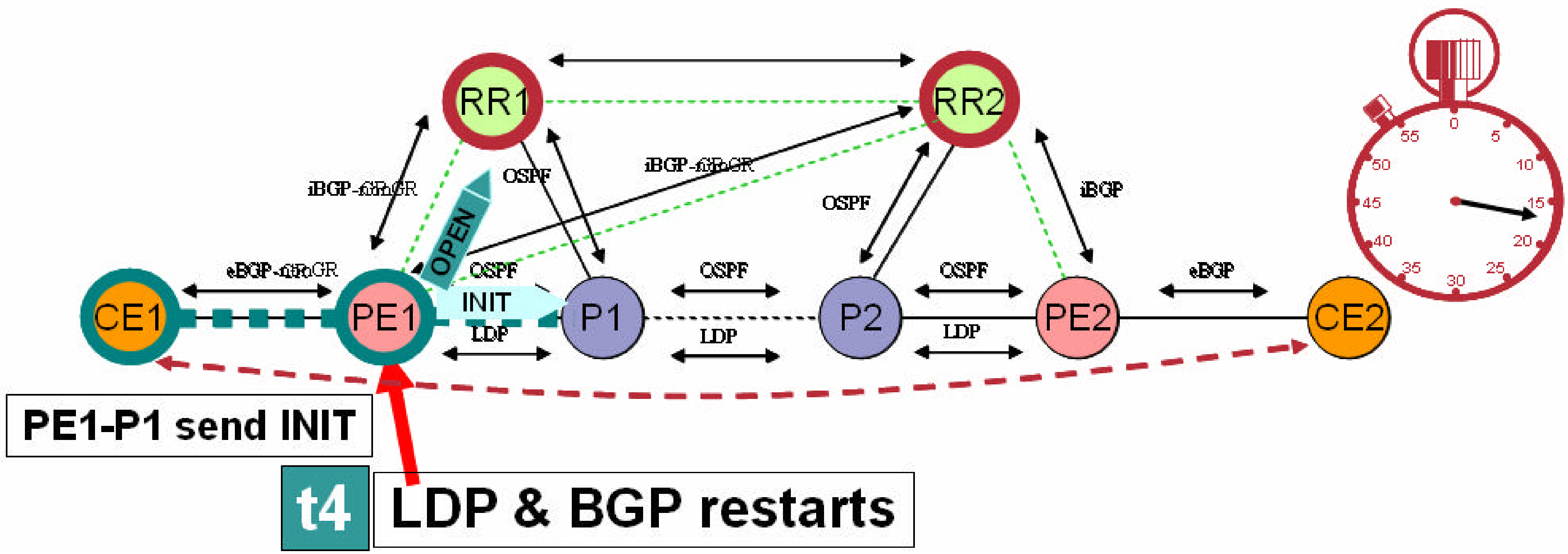
Case : All Devices Are SSO Capable/Aware



t3 LDP and BGP sessions closed

MPLS VPN SSO-Coexistence Walkthrough

Case : All Devices Are SSO Capable/Aware

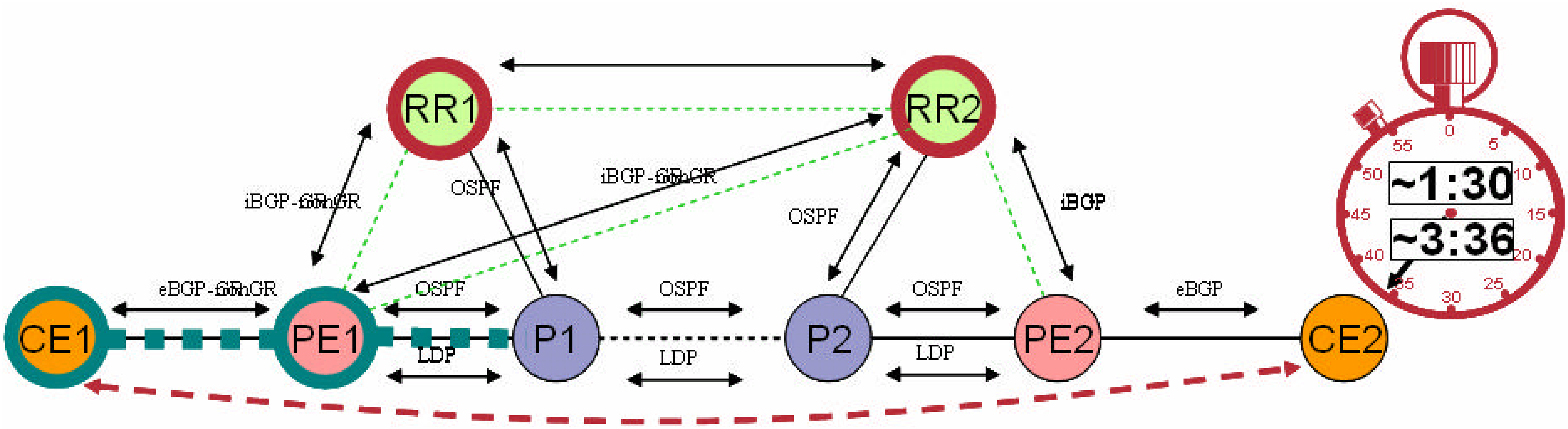


PE1-P1 send INIT

t4 LDP & BGP restarts

MPLS VPN SSO-Coexistence Walkthrough

Case : All Devices Are SSO Capable/Aware



t5 End to End Traffic Resumed

Agenda

- MPLS HA Overview
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- MPLS HA Components

    MPLS HA—LDP NSF/SSO

    MPLS HA—BGP VPNv4 NSF/SSO

    MPLS HA—Management
- Summary

LDP HA Key Elements

1. **Checkpointing local label bindings**

   On devices with route processor redundancy

2. **LDP graceful restart capability**

   On participating PEs, RRs, and P routers

Why LDP Checkpointing?

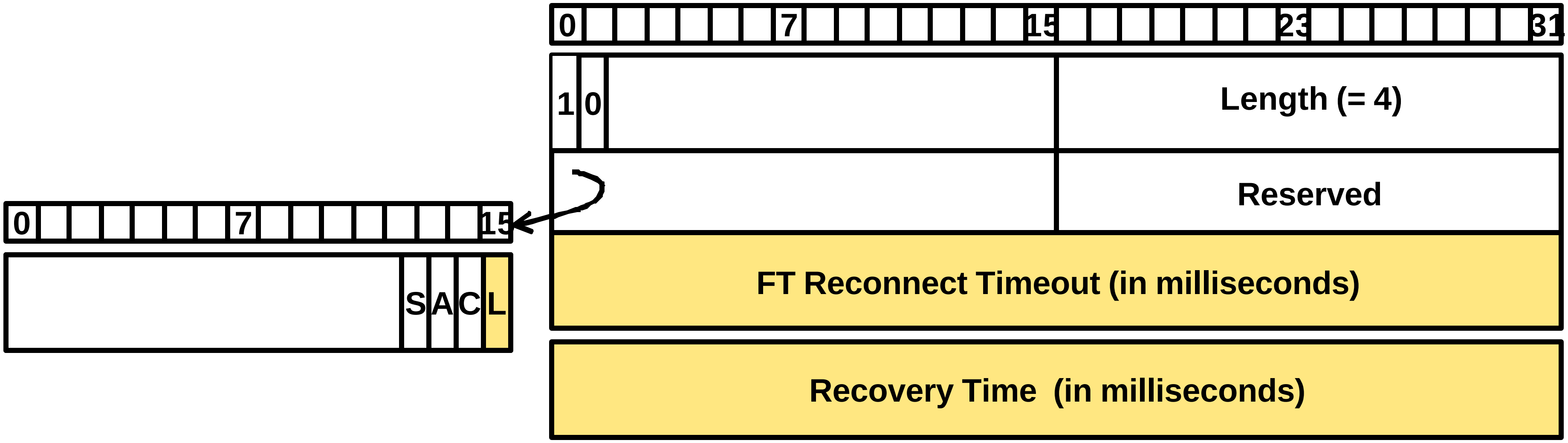
- The LSRs that support LDP GR, require that the restarting control plane be able to query the forwarding plane for local label binding information; the MPLS forwarding plane will not support such queries
- LDP checkpointing makes local label bindings available to the restarting(standby) LDP control plane

MPLS LDP Local Checkpointing Key Points

- The checkpointing function is enabled by default and done using a separate process
- The checkpointing function copies active RP's LDP local label bindings to the backup RP; for the first round, all the labels are copied from active to back up RP
- Periodic incremental updates are done to reflect new routes that have been learned or routes that have been removed and/or when labels are allocated or freed
- Checkpointing stops during control plane disruptions, GR, and recovery
- Label bindings on backup RP are marked checkpointed
- This marking is removed when it becomes active RP

LDP Graceful Restart Mechanism

- Described in RFC3478
- The LSR sends the LDP initialization message to a neighbor to establish an LDP session
- The Fault Tolerant (FT) session type length value (TLV) is included in the LDP initialization message


0
7
15
23
31
1
0
Length (= 4)
Reserved
FT Reconnect Timeout (in milliseconds)
Recovery Time (in milliseconds)
0
7
15
S
A
C
L

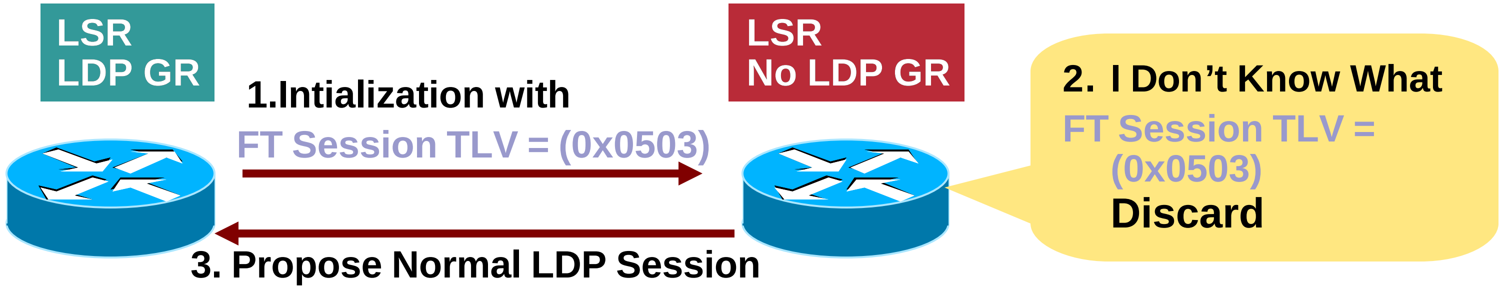
L=1 Means GR-LDP Is Selected

FT Reconnect = 0 Means LSR Is Not NSF Capable

FT Recovery Time = 0 Means LSR Was Unable to Preserve MPLS Forwarding State Across Restart

LDP Graceful Restart Key Points

- MPLS LDP GR must be enabled before an LDP session is established on all the LSRs
- Both directly connected and non-directly connected peers (targeted sessions) are supported
- LDP GR supports both failure cases:
    1. LDP restarts
    2. LDP session resets
- Restart timers can be adjusted to limit the session re-establishment time at restart
- If an LSR proposes LDP GR capability to a non-LDP GR capable LSR:



LSR
LDP GR

1.Intialization with
FT Session TLV = (0x0503)

LSR
No LDP GR

2. I Don’t Know What
FT Session TLV = (0x0503)
Discard

3. Propose Normal LDP Session

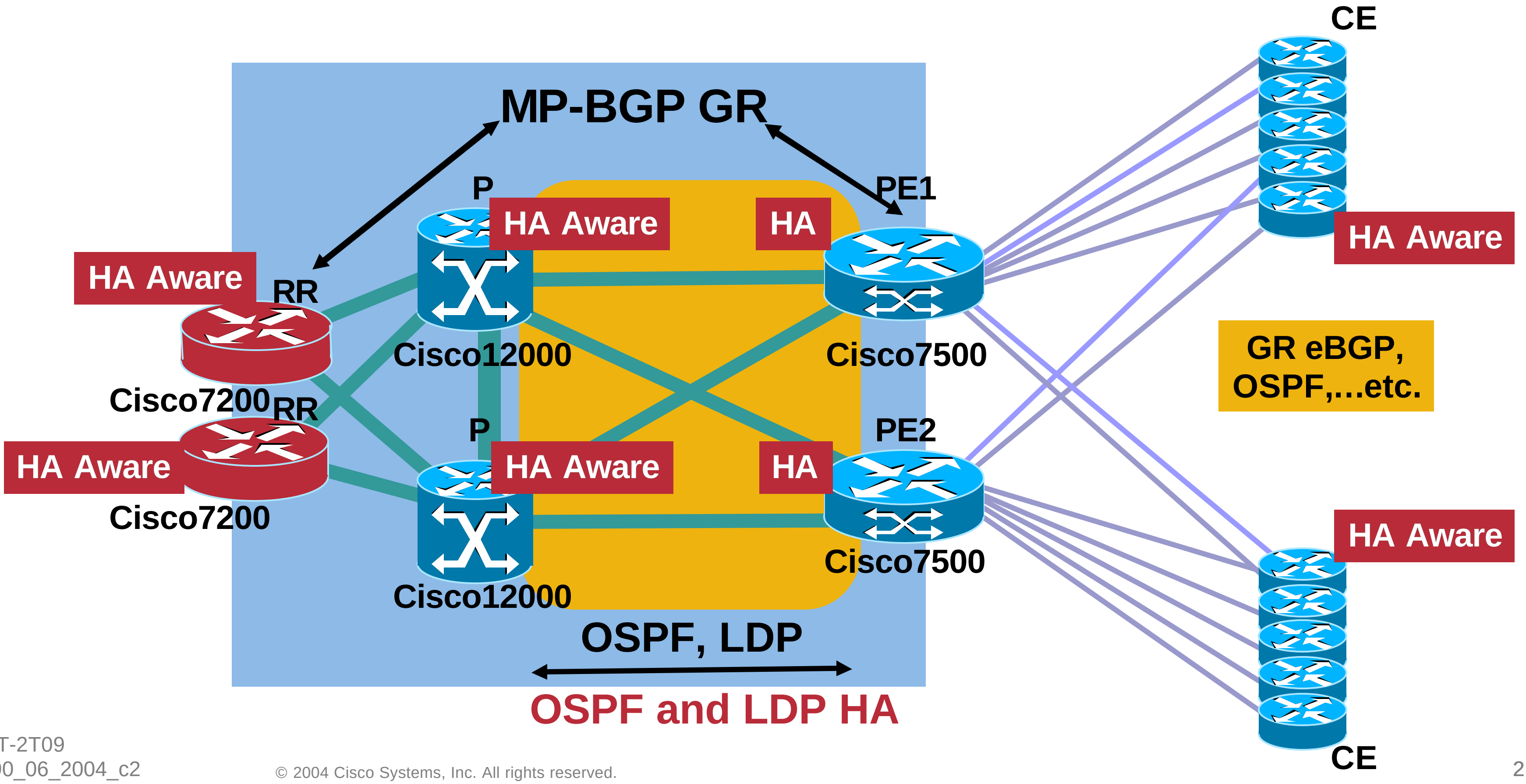
LDP Graceful Restart Process

1. Is LDP GR supported on LSRs—negotiate restart capabilities
2. Retain old forwarding plane info—LDP bindings—during (fault tolerant reconnect) timeout
3. Restart/recover

Deploying MPLS HA Example

HA Aware Devices:
Graceful Restart Functionality for All the Related Protocols CEs, Ps, and RRs

HA Capable Devices
Full NSF/SSO Functionality (PE1 and PE2)

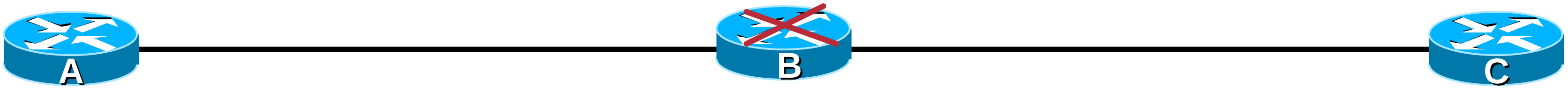


OSPF and LDP HA

LDP GR on SSO-LSR and SSO-Aware Peer

- SSO capable LSR failed:
  - Active RP failed
  - Continue forwarding using the stale state
  - Standby RP becomes Active
  - Mark the forwarding state as stale, and retain it
  - Reestablish LDP session
- SSO aware neighbor LSR:
  - LDP failure detected
  - Mark the forwarding state as stale, and retain it
  - Reestablish LDP session

LDP Graceful Restart Operation



- LDP paths established, LDP GR negotiated
- When RP fails on LSRb, communication between peers is lost; LSRb encounters a LDP restart, while LSRa and LSRc encounter an LDP session reset
- LSRa and LSRc mark all the label bindings from LSRb as stale, but continue to use the same bindings for MPLS forwarding
- LSRa and LSRc attempt to reestablish an LDP session with Rb
- LSRb restarts and marks all of its forwarding entries as stale; at this point, LDP state is in restarting mode
- LSRa and LSRc reestablish LDP sessions with Rb, but keep their stale label bindings; at this point, the LDP state is in recovery mode
- All routers re-advertise their label binding info; stale flags are removed if a label has been relearned; new LFIB table is ready with new local label, outgoing label or VC, prefix or tunnel ID, label-switched bytes, outgoing interface and Next Hop

LDP Graceful Restart Configuration

If LDP Session Don’t Reestablish Or If LSR Doesn’t Restart

```
mpls ldp graceful-restart
mpls ldp graceful-restart timers forwarding-holding
mpls ldp graceful-restart timers neighbor-liveness
mpls ldp graceful-restart timers max-recovery
```

Configuration Options:

- If enable globally, don’t need to enable per interface
- Don’t need to enable globally, can enable on selected interfaces

LDP Graceful Restart Timers

- **mpls ldp graceful-restart timers forwarding-holding**

  The amount of time the MPLS forwarding state should be preserved after the Control Plane restarts (in seconds); if the timer expires, all the entries marked stale are deleted

- **mpls ldp graceful-restart timers neighbor-liveness**

  The amount of time an LSR should wait for an LDP session to reconnect (in seconds); if the LSR cannot recreate an LDP session with the neighbor in the time allotted, the LSR deletes the stale label-FEC bindings received from that neighbor (def: 5sec)

- **mpls ldp graceful-restart timers max-recovery**

  The amount of time an LSR should hold stale label-FEC bindings after an LDP session has been re-established; after the timer expires, all prefixes are removed from the binding and forwarding table; set this timer to a value that allows the neighboring LSRs to re-sync the LSPs without creating congestion in the LDP control plan (def: 120sec)

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    MPLS HA—BGP VPNv4 NSF/SSO

    MPLS HA—Management

- Summary

MPLS VPNv4 HA Elements

- **MPLS VPN checkpointing capability**
- **BGP graceful restart capability**

MPLS VPN Checkpointing

- Active RP checkpoints the following information to the back up RP after the MPLS forwarding is updated:

  {<VRFID>, <prefix>, <mask>, <local label>}

MPLS BGP VPNv4 GR Mechanism

- MPLS BGP GR mechanism defines preservation of forwarding state across BGP restart

  draft-ietf-mpls-bgp-mpls-restart

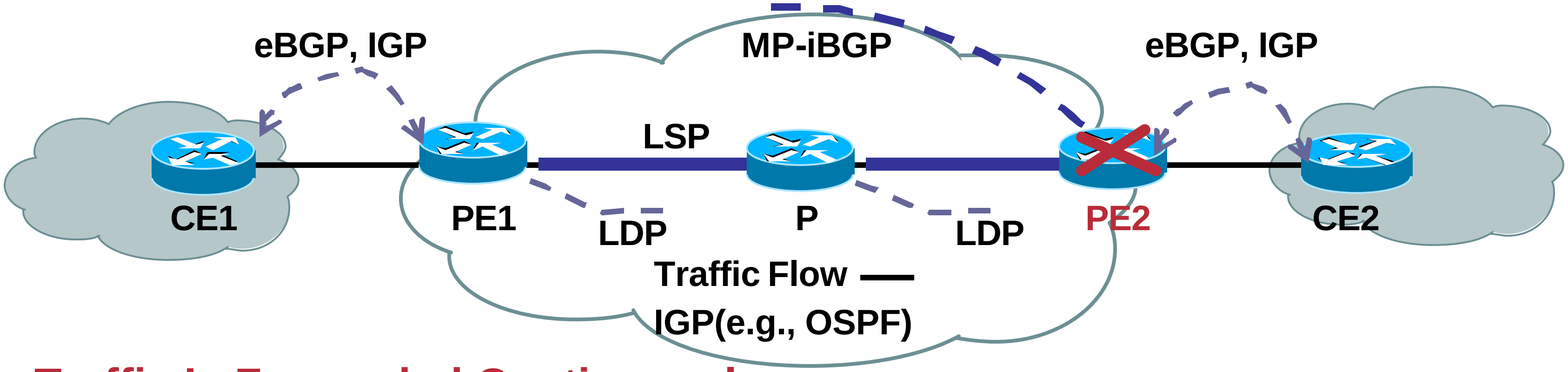
- A new graceful restart capability is carried in BGP open message

  A BGP update message with no reachable NLRI and empty withdrawn NLRI is specified as an End-of-RIB marker

  AFI/SAFI (Subsequent Address Family Identifier) pairs in the graceful restart cap is used by an LSR for indicating its ability to preserve MPLS forwarding state across BGP restart

  SAFI in the advertise capability indicates that NLRI field carries addressing information as well as labels

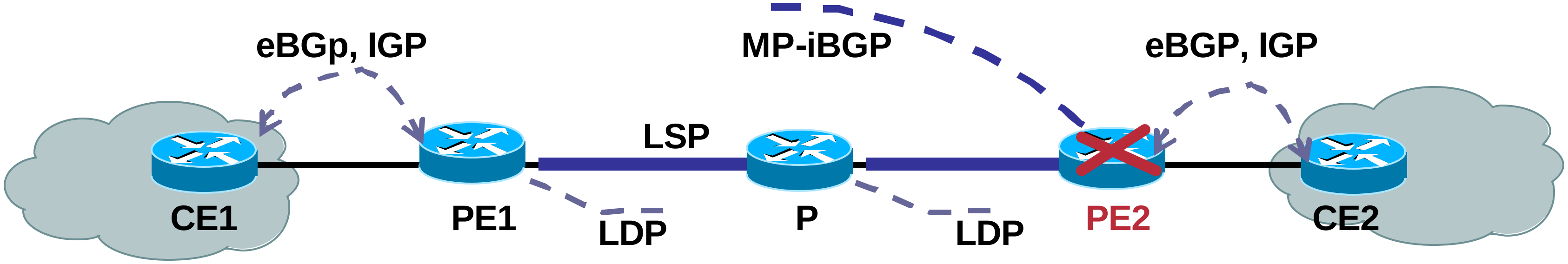
MPLS VPN: BGP Graceful Restart Procedure



Traffic Is Forwarded Continuously

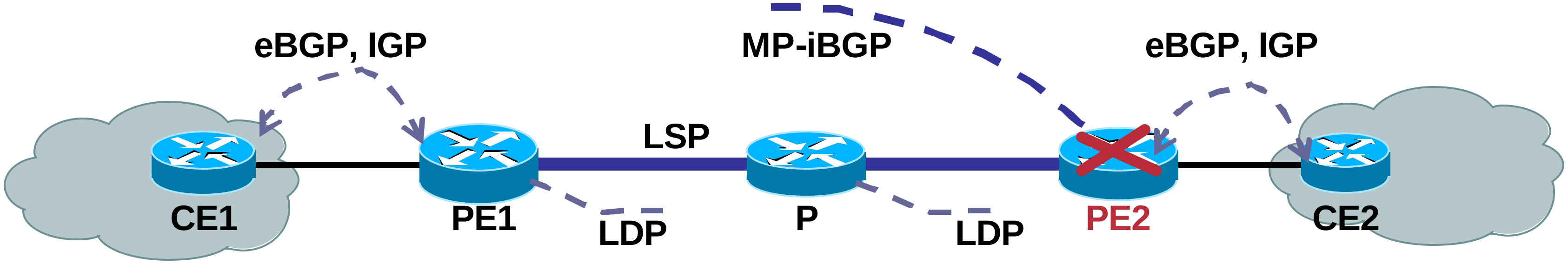
- PE1-PE2 exchange Graceful Restart Cap (restart time, AFI/SAFI, etc.)
- PE1 and PE2 exchange routing information via BGP update messages
- Assume LSP has been established from PE1 to PE2
- PE2 restarts (active RP fails, switchover occurs)

MPLS VPN: BGP Graceful Restart Procedure (Cont.)



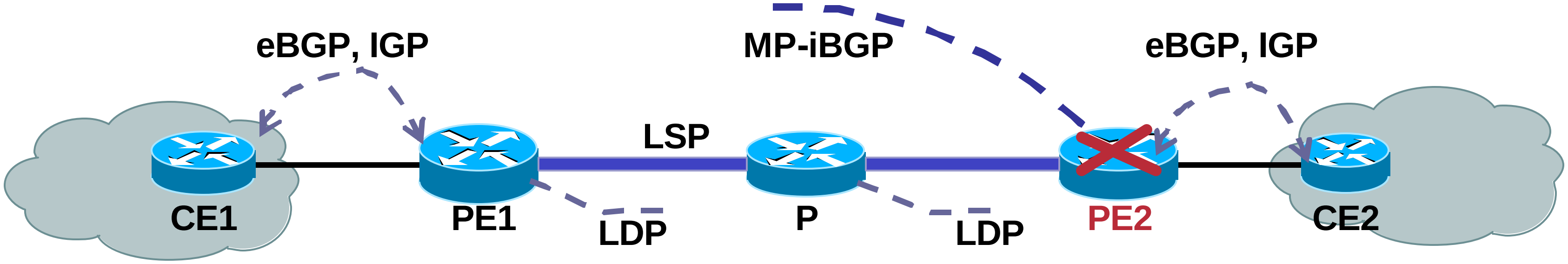
- PE1 detects PE2’s failure, retains its last Adj-RIB-In and forwarding state learned from PE2; PE1 will delete this state if session is not re-established within restart time
- The BGP session between PE1 and PE2 goes down
- PE1 marks the entries in its BGP table which it learned from PE2 as stale but does not delete the routes from its VRF tables; hence it continues to forward traffic to PE2
- PE2 switches over to back up RP; continues to forward traffic using the backed up info

MPLS VPN: BGP Graceful Restart Procedure (Cont.)



- PE2 re-establishes TCP session with PE1 (hopefully within Restart Time-180seconds default)
- PE1 sends BGP Updates from Adj-RIBs-Out to PE2 along with the label mapping; on completion, sends End-of-RIB marker
- PE2 runs decision process after receiving End-of-RIB markers from all BGP peers, updates its Loc-RIB, FIB, Adj_RIBs-Out and advertise its routes to PE1; on completion sends End-of-RIB marker

MPLS VPN: BGP Graceful Restart Procedure (Cont.)



- **Suppose PE2 had bound an in label L1 to a FEC, it picks the same label (if checkpointed) or allocates a new one and advertises it to PE1 for this route**
- **PE2 updates its Adj-RIBs-In, on receipt of End-of-RIB marker, deletes stale entries, runs its decision process, updates its Loc-RIB, FIB, and Adj-RIBs-Out; removes stale state if the labels are the same (Routing info and Out_Label are recovered from peer; In_Label is either checkpointed or a new one allocated)**
- **Back to normal operation**

How to Enable BGP VPNv4 SSO/NSF

The Following Components Must Be Enabled to Support BGP VPNv4 NSF

- Enabling SSO

  http://www.cisco.com/univercd/cc/td/doc/product/software/ios122s/122snwft/release/122s18/sso18s.htm

- Enabling LDP Graceful Restart

  http://www.cisco.com/univercd/cc/td/doc/product//product/software/ios122s/122snwft/release/122srls4

- Enabling Nonstop Forwarding for routing protocols

  http://www.cisco.com/univercd/cc/td/doc/product/software/ios122s/122snwft/release/122s18/nsf18s.htm

- Enabling NSF support for basic VPNs
- Configuring NSF support for VPN interfaces that use BGP for label distribution
- Verifying VPN NSF (optional)

MPLS L3 VPN Features

Supported Features:
Depending on platform; example 7500
MPLS-HA in 12.2(25)S

http://www.cisco.com/univercd/cc/td/doc/product/software/ios 122s/122snwft/release/122s25/fshaov.htm

- MPLS VPN BGP GR for VPNv4
- MPLS VPN BGP checkpointing
- MPLS VPN SSO/NSF support for VRF
- MPLS VPN SSO/NSF support for I-AS
- MPLS VPN SSO/NSF support for CSC

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- Summary

MPLS HA: Management MIBs

- **MPLS VPN: SSO/NSF aware VPN MIB traps**
- **MPLS TE: SSO/NSF aware TE MIB traps**
- **MPLS: SSO/NSF aware LDP MIB traps**

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  MPLS HA—Management
- Summary

Summary

- **Cisco is enhancing its portfolio to add features for improved full HA solution; MPLS HA features provide stateful switchover and NSF capability for VPN, LDP, TE, etc.**
- **Need IP HA enabled to support MPLS HA; GR must be enabled for all participating RPs (OSPF, BGP, IS-IS) on P, PE, and CE routers**
- **For MPLS VPN HA: MFI HA, LDP HA, BGP HA is required**
- **AToM NSF/SSO is exactly the same as directed LDP**
- **AToM application will do checkpointing for local labels only**
- **TE NSF/SSO is defined in GMPLS-RSVP(TE) RFC 3473**
- **FRR NSF/SSO is same as NSF/SSO for TE**
- **LC-ATM NSF/SSO is DoD LDP GR**
- **Some CLI changes**

CISCO SYSTEMS

MPLS AND LAYER 1: GENERALIZED MPLS AND OPTICAL USER NETWORK INTERFACE (OUNI) GMPLS AND OUNI

GMPLS AND OUNI

Terminology

- **GMPLS—Generalized MPLS**
  - **Extensions to MPLS to integrate IP and optical networks**
- **OUNI—Optical UNI**
- **UCP—Unified Control Plane**
  - **Same control plane for MPLS and GMPLS**

UCP Overview

- **GMPLS provides**

    Connection protection/restoration capabilities

    Separation b/w transmission, control and management plane

    Network management using SNMP (dedicated MIB)

- **Optical UNI**

    Signaling interface (demarcation) between the optical user equipment and Service Provider transport network

    Signaling and routing interface between optical networking elements

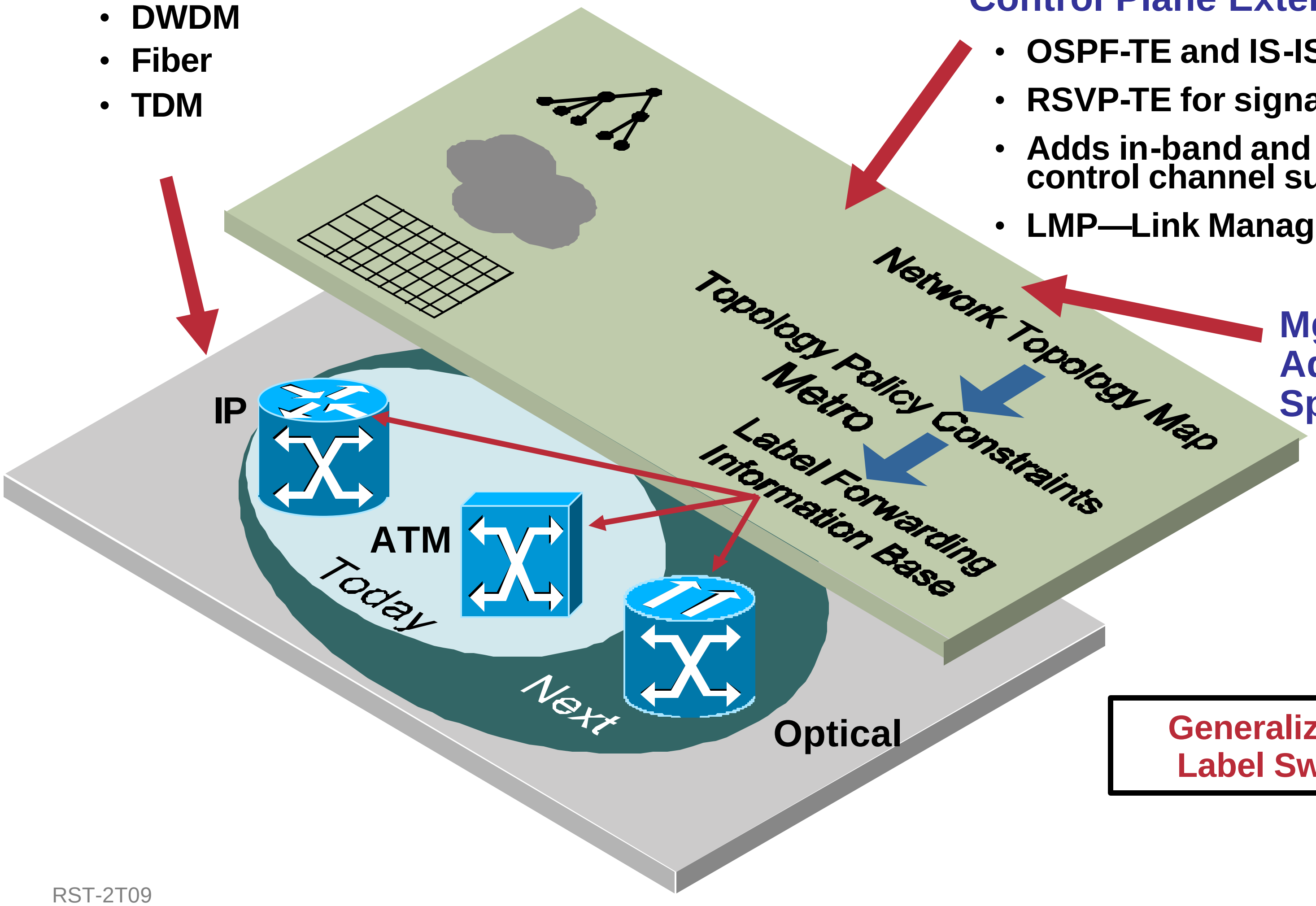
Extending MPLS Protocols for the Optical/Unified Control Plane

Forwarding Plane Extends MPLS Labels

- DWDM
- Fiber
- TDM

Control Plane Extends MPLS-TE

- OSPF-TE and IS-IS routing
- RSVP-TE for signaling
- Adds in-band and out-of-band control channel support
- LMP—Link Management Protocol


Network Topology Map
Topology Policy Constraints
Metro
Label Forwarding Information Base
IP
ATM
Today
Next
Optical

Mgmt and Control Address OTN Specific Needs

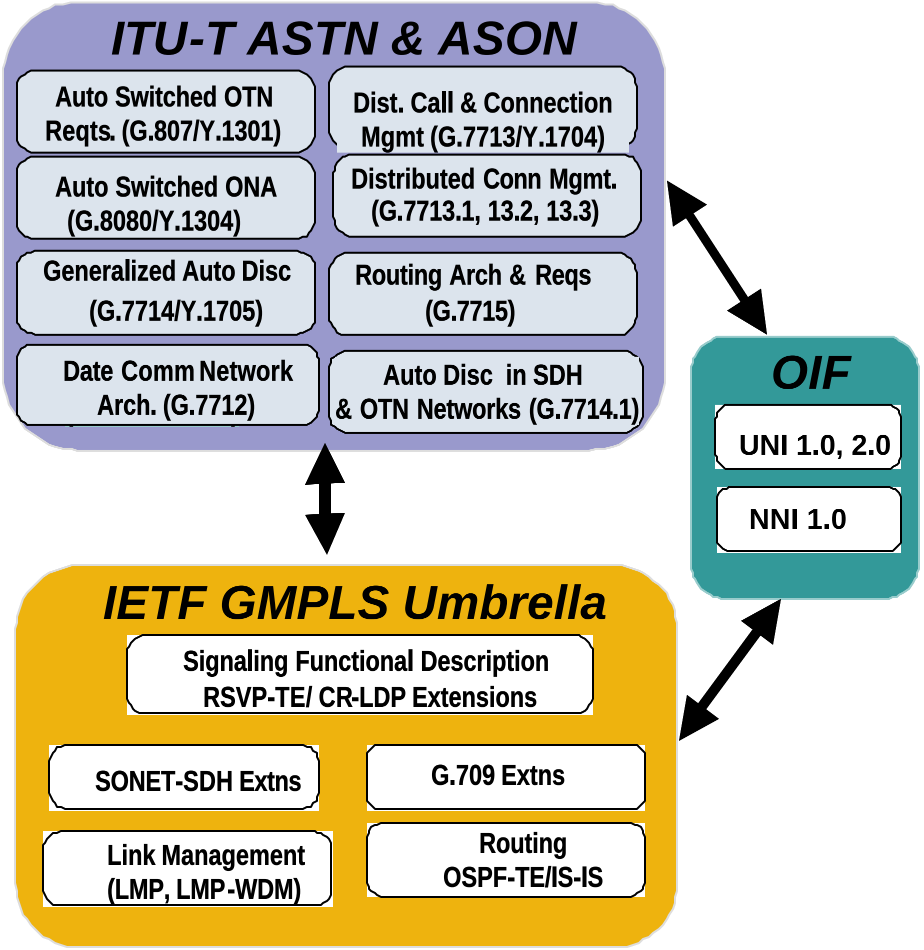
- Physical vs. logical
- Transport reqs (e.g., protection and restoration, explicit interfaces, etc.)

Generalized Multi-Protocol Label Switching (GMPLS)

Relationship/Coordination between Control Plane Standards Bodies

The Players

The Specifications



ITU-T ASTN & ASON

Auto Switched OTN Reqts. (G.807/Y.1301)

Dist. Call & Connection Mgmt (G.7713/Y.1704)

Auto Switched ONA (G.8080/Y.1304)

Distributed Conn Mgmt. (G.7713.1, 13.2, 13.3)

Generalized Auto Disc (G.7714/Y.1705)

Routing Arch & Reqs (G.7715)

Date Comm Network Arch. (G.7712)

Auto Disc in SDH & OTN Networks (G.7714.1)

OIF

UNI 1.0, 2.0

NNI 1.0

IETF GMPLS Umbrella

Signaling Functional Description RSVP-TE/ CR-LDP Extensions

SONET-SDH Extns

G.709 Extns

Link Management (LMP, LMP-WDM)

Routing OSPF-TE/IS-IS

Each Has Distinct Focus

- **ITU** on architecture
- **IETF** on building blocks
- **OIF** on apps and interop

Section Outline

Highlights of Architecture Draft

- How Is MPLS-TE Extended to Become GMPLS?
  - Forwarding Plane
  - Link Management
  - Link Bundling and Unnumbered Link
  - LSP Hierarchy
  - Routing Extensions
  - Recovery
- What Are the Architectural Options?
  - Control Plane Options
    - Overlay Model
    - Peer Model
  - Forwarding Plane
- GMPLS and Other Architecture
  - GMPLS and ASON
  - GMPLS and O-UNI

Highlights of Architecture Draft (1)*

- Outlines basic assumptions for LSRs made in the MPLS architecture
- Defines 5 GMPLS interface types
  (PSC, L2SC, TDM, LSC, FSC)
- Defines that LSP may only be established between like interfaces
- Describes a control plane that supports overlay, peer and augmented models
- Explains how this control plane can be implemented for in-band or out-of-band control channels

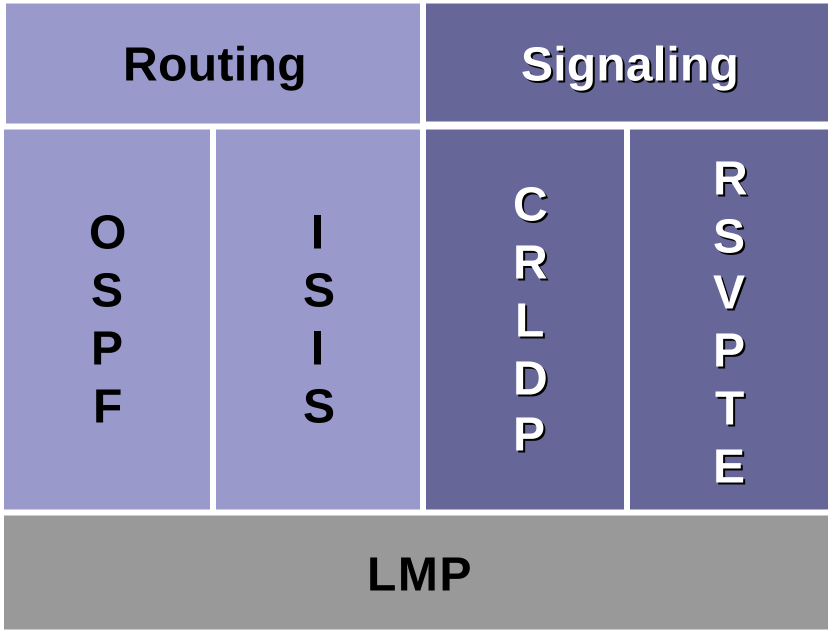
*draft-ietf-ccamp-gmpls-architecture

Highlights of Architecture Draft (2)*

- Extends the concept of a label to include implicit labelling via timeslots, wavelengths and fibres
- Describes the extensions to existing routing and signaling protocols
- Highlights that only one new protocol (LMP) is needed
- Describes the need for un-numbered links
- Describes the need for link bundling as an aid to scalability

*draft-ietf-ccamp-gmpls-architecture

Basic Concepts and Components



Routing

Signaling

OSPF

ISIS

CRLDP

RSVPTE

LMP

- Topology discovery

  Running an IGP (OSPF or IS-IS) with extensions

- Route computation

  Route computation done by NEs

  Link state aggregation and lack of lightpath related information affects efficiency

- Neighbor discovery

  Link Management Protocol like LMP/NDP run in distributed way

- Lightpath setup

  Done by ingress NE using signaling protocol like RSVP-TE

RFC 3472 GMPLS Signaling CR-LDP Extensions

RFC 3473 GMPLS Signaling RSVP-TE Extensions

GMPLS Mechanisms

- GMPLS control plane supports

  Domain and unified Service Model

  Overlay, augmented, and peer Control Plane interconnection model (known as overlay and Peer Models)

- GMPLS control plane architecture includes several extended MPLS-TE building blocks

  Signalling protocols: RSVP-TE and CR-LDP

  Routing protocol extension: OSPF-TE, ISIS-TE

  Link Management Protocol (LMP): new protocol

  Bi-directional LSP

GMPLS Mechanisms

TE-Routing Enhanced Scalability and Flexibility

- Link bundling (TE-links)
- Forwarding adjacencies
  (generalized virtual TE-links)
- Generalized unnumbered interfaces
- Extended explicit routing

Section Outline

Highlights of Architecture Draft

- How Is MPLS-TE Extended to Become GMPLS?
  - Forwarding Plane
  - Link Management
  - Link Bundling and Unnumbered Link
  - LSP Hierarchy
  - Routing Extensions
  - Recovery
- What Are the Architectural Options?
  - Control Plane Options
    - Overlay Model
    - Peer Model
  - Forwarding Plane
- GMPLS and Other Architecture
  - GMPLS and ASON
  - GMPLS and O-UNI

Extending MPLS-TE Model
Basic Building Blocks

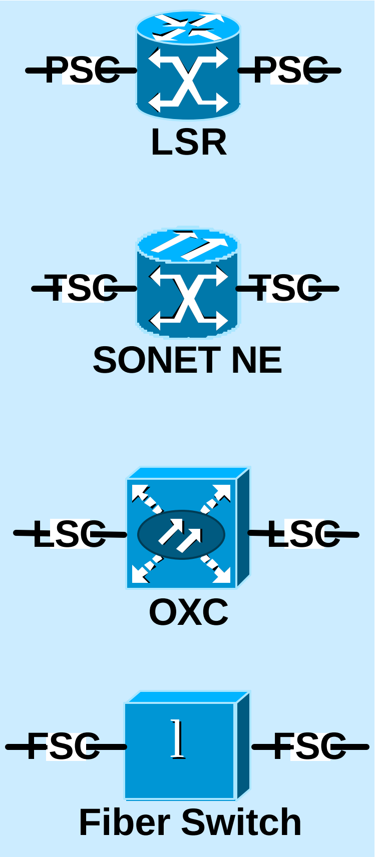
1. A new generic label request format
2. Labels for TDM, LSC and FSC interfaces, known as Generalised Label
3. Waveband switching support
4. Support of unnumbered and bundled link
5. Label restriction by the upstream to support some optical constraints
6. Bi-directional LSP establishment
7. In-band and out-of-band control channel
8. Rapid failure notification to ingress node
9. Protection information currently focusing on link protection, plus primary and secondary LSP indication
10. Explicit routing with explicit label control for a fine degree of control
11. Specific traffic parameters per technology

Highlighted = Mandatory

Forwarding Plane

Must Match Expectation with Product Capability, AND Work Within Limitations of Legacy Equipment

- Packet-Switch Capable Interfaces (PSC)
- Time-Division Multiplex Capable Interfaces (TDM)
- Layer 2 Switch Capable Interfaces (L2SC)
- Lambda Switch Capable Interfaces (LSC)
- Fibre-Switch Capable Interfaces (FSC)



RFC 3471 GMPLS Signaling Functional Description

Packet-Switch Capable (PSC)

Interfaces That…

- … recognise bits
- … recognise packet or cell boundaries
- … can make forwarding decisions based on the content of the appropriate packet or MPLS header
- … are capable of receiving and processing routing and signalling messages on in-band channels

Examples:
Interfaces on…Routers, MPLS LSRs

L2-Switch Capable (L2SC)

Interfaces That…

- … recognise bits
- … recognise packet or cell boundaries
- … can make forwarding decisions based on the content of the appropriate frame/cell header (e.g. MAC Address, DLCI, VPI/VCI)
- … are capable of receiving and processing routing and signalling messages on in-band channels

Examples:
Interfaces on…Ethernet Switches, ATM Switches, Frame Relay Switches

Optical Devices

- **OXCs**

  Interfaces

  … recognize wavelengths

  … setup light paths—wavelength cross connects

- **OADM**

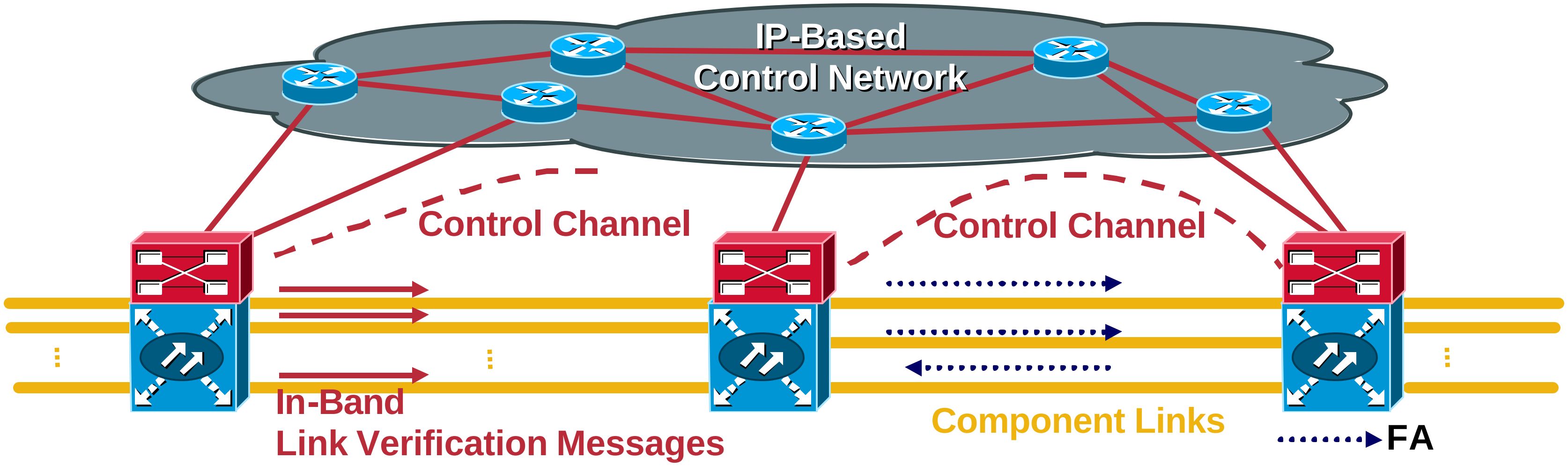
  Interfaces

  … work with OC-n channels

  … Cross connect and setup channels

  …

LMP and Link Management

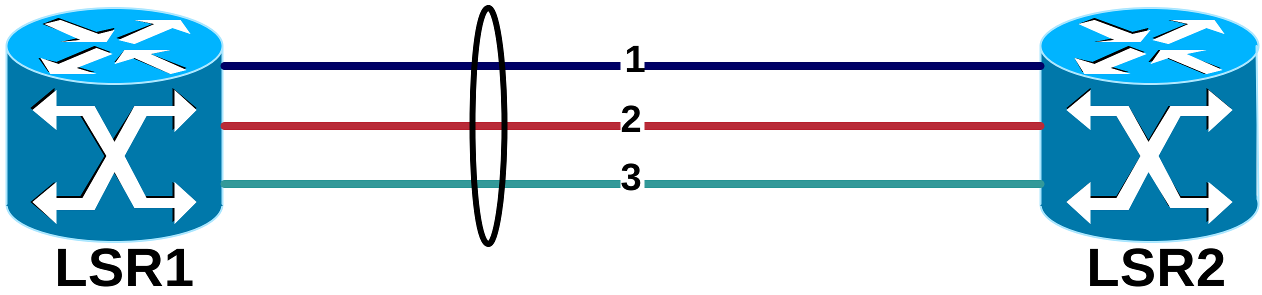


- **LMP Functionality**
  - **Most LMP messages sent out-of-band through CC**
  - **In-band messages sent for Component Link Verification**
  - **Once allocated, Component Link is not assumed to be opaque**
  - **Port ID mapping**
  - **One CC per one or more Component Link Bundles**
  - **Fault isolation**
  - **End-system and service discovery (UNI related)**
- **Flooding Adjacencies are maintained over CC (via control network)**
- **Forwarding Adjacencies (FA) are maintained over Component Links and announced as links into the IGP**

draft-ietf-ccamp-lmp

draft-ietf-ccamp-lmp-wdm

Link Bundling and Unnumbered Links



- **Issue**

  Neighboring LSRs connected by multiple parallel links

  Each link is addressed at each end and advertised into routing database… lots of links!!!

- **Solution**

  Aggregate multiple components links into a single abstract link

  Use (router ID, interface #) for link identifiers

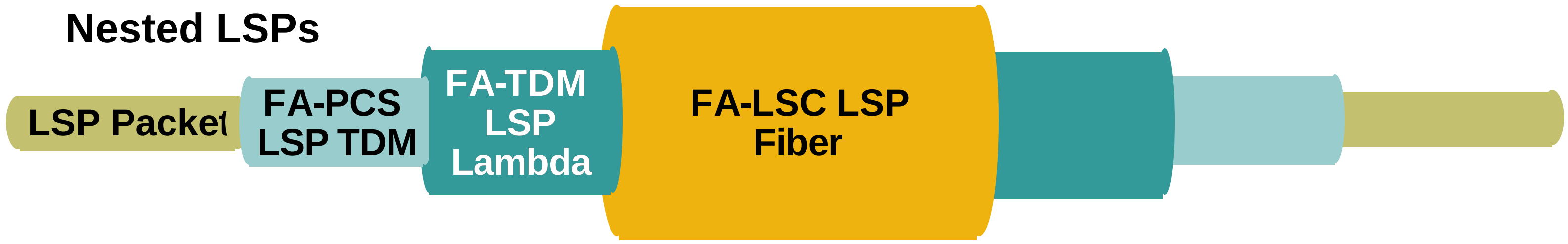
- **Reduces number of links in routing database and amount of per-link configuration**

draft-kompella-mpls-bundle

draft-kompella-mpls-unnum

LSP Hierarchy

FA-LSP…FORWARDING ADJACENCY LSP



- **Enables aggregation of GMPLS LSP tunnels**
- **Accomplished by**

  Inter-LSR LSP tunnel (FA-LSP) link is created

  Ingress LSR injects link (FA-LSP) into IGP database

  Other routers use the link in path calculation/setup

  Other LSP tunnels are nested inside FA-LSP

- **Advantages**

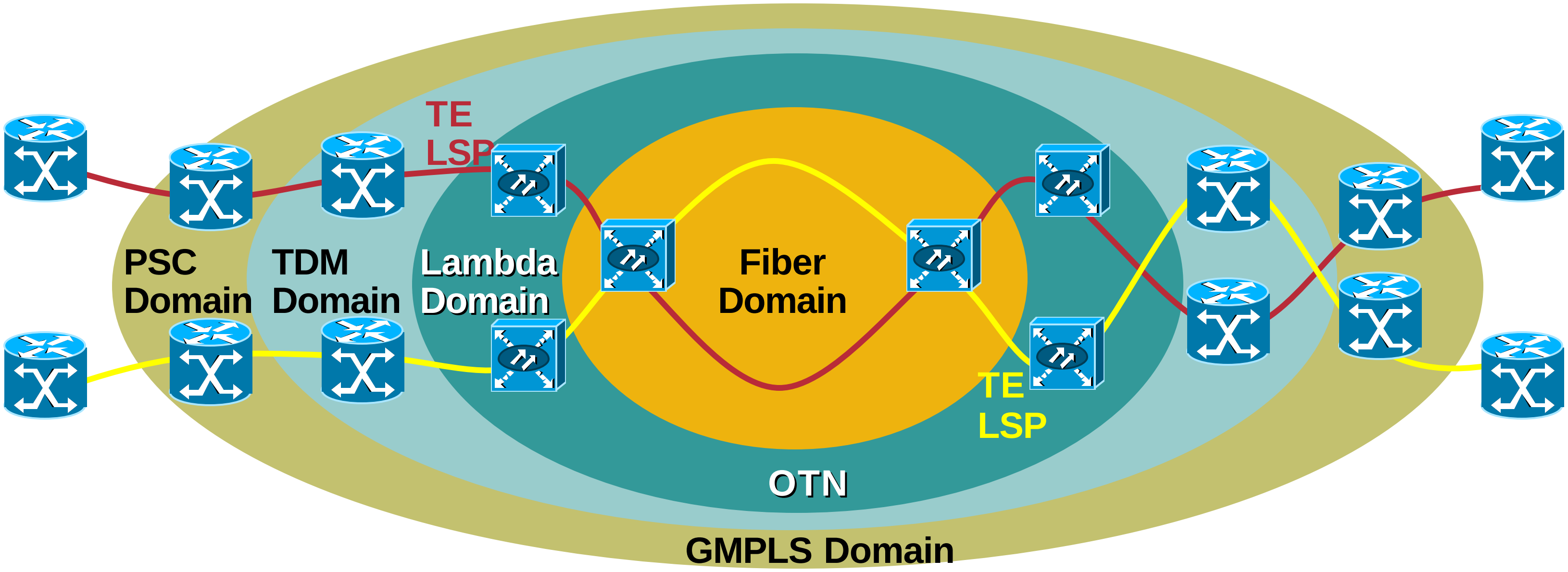
  Fewer high-order labels (e.g. lambdas) consumed

  Nested LSPs can be of non-discrete bandwidth

  FA-LSP can “hide” topology

draft-ietf-mpls-lsp-hierarchy

GMPLS Signaling



- Extended label semantics for Fiber, Waveband, Lambda, TDM and PSC LSP setup
- Extend RSVP-TE/CR-LDP to support new label objects over explicit/non explicit path
- Suggested label—conveyed by upstream LSR to downstream LSR to speed up configuration (on upstream)
- Label set—limits choice of labels that downstream LSR can choose from

  If no wavelength conversion available then same lambdas must be used ete
- Bidirectional LSP setup

RFC 3471 Generalized Multi-Protocol Label Switching (GMPLS) Signaling Functional Description

GMPLS Routing Extensions

- **Extensions needed to deal with the polymorphic nature of GMPLS links**

  Links that are not capable of forwarding packets nor can they support router adjacencies

  Links that are aggregates of many component links (e.g. link bundles)

  Links that are FAs between non-adjacent routers

- **Define new sub-TLVs for**

  OSPF link TLV

  IS-IS reachability TLV

- **Flooded over bi-directional control channels (CC) connecting GMPLS nodes**

  CC may not necessarily follow topology of data bearing (component) links

draft-ietf-ccamp-gmpls-routing

draft-ietf-ccamp-ospf-gmpls-extensions

draft-ietf-isis-gmpls-extensions

draft-ietf-ccamp-rsvp-te-exclude-route

GMPLS Routing Sub-TLVs

- Link mux capability

  Defines the receiving nodes ability to demultiplex data based on packets, TDM timeslots, lambdas or fiber

- Link descriptor

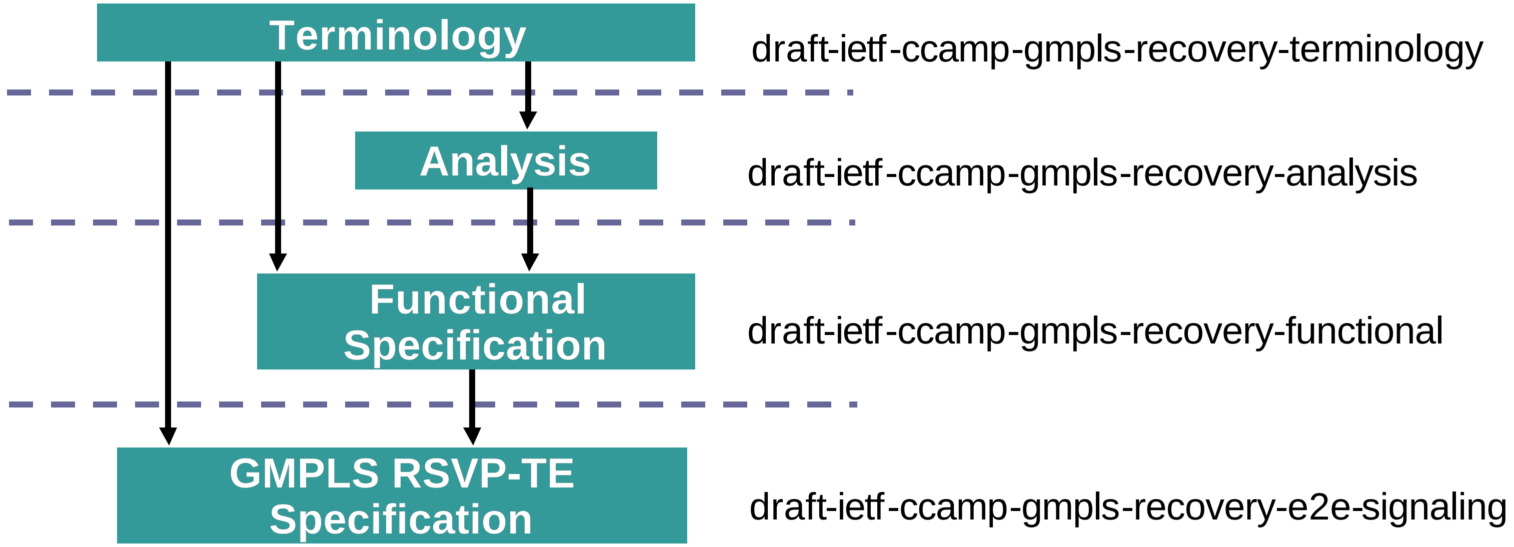
  Link encoding type and bandwidth granularity

- Shared Risk Link Group (SRLG)

  Physical fiber diversity—e.g. two fibers with same SRLG are in the same conduit

- Link protection type

GMPLS-Based Recovery



Terminology — draft-ietf-ccamp-gmpls-recovery-terminology

Analysis — draft-ietf-ccamp-gmpls-recovery-analysis

Functional Specification — draft-ietf-ccamp-gmpls-recovery-functional

GMPLS RSVP-TE Specification — draft-ietf-ccamp-gmpls-recovery-e2e-signaling

- **End-to-end path protection**
  - **1+1 uni or bi-directional dedicated (traffic duplicated on the protection path)**
  - **“Head-end re-write”: back up path established, on stand-by**
- **Link/node protection**
  - **Similar to MPLS TE FRR…**
- **LSP dynamic rerouting (restoration)**
  - **Full LSP signalling after failure occurrence**

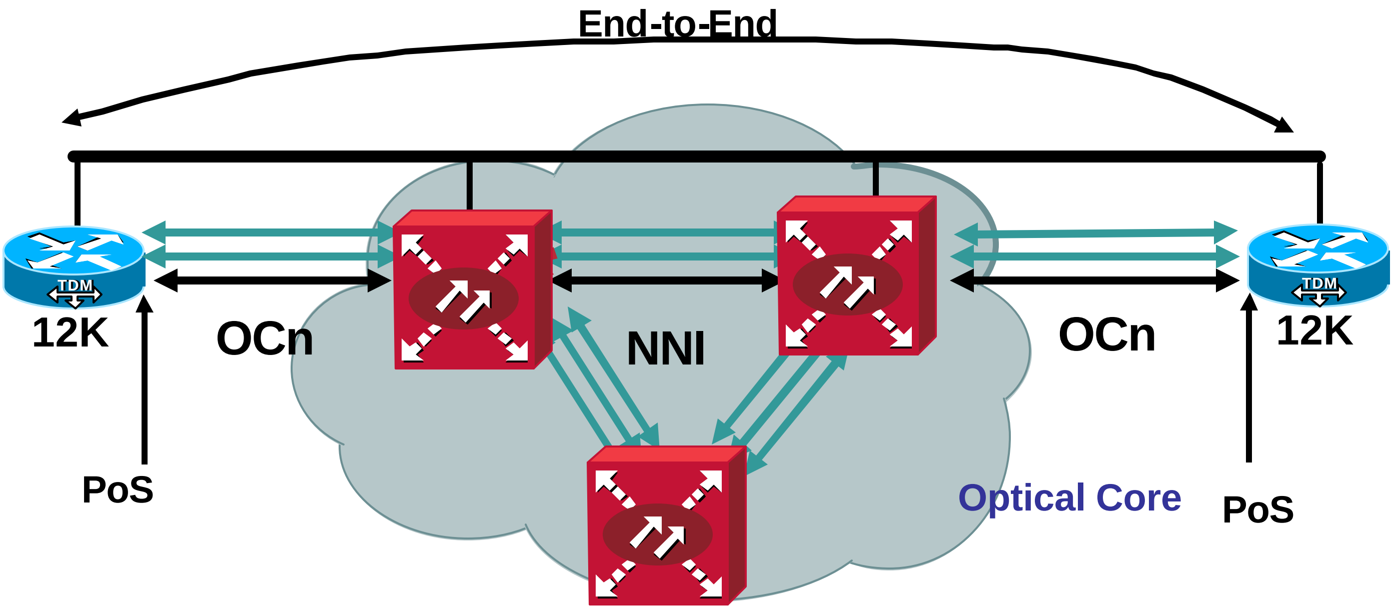
Protection and Restoration

- Interface standby

  Similar to link protection of MPLS FRR

- End-to-end protection

  Similar to path protection of MPLS FRR



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- How Is MPLS-TE extended to become GMPLS?
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- What Are the Architectural Options?
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    - Overlay Model
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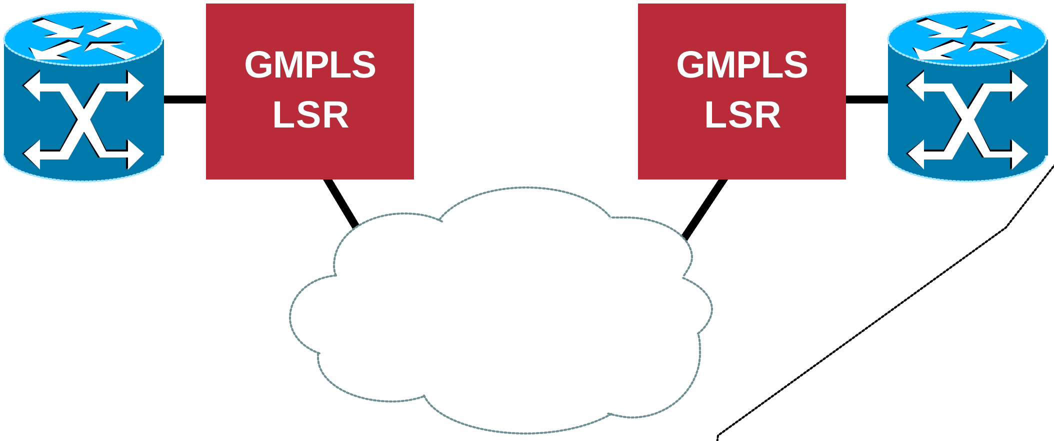
- GMPLS and Other Architecture
  - GMPLS and ASON
  - GMPLS and O-UNI

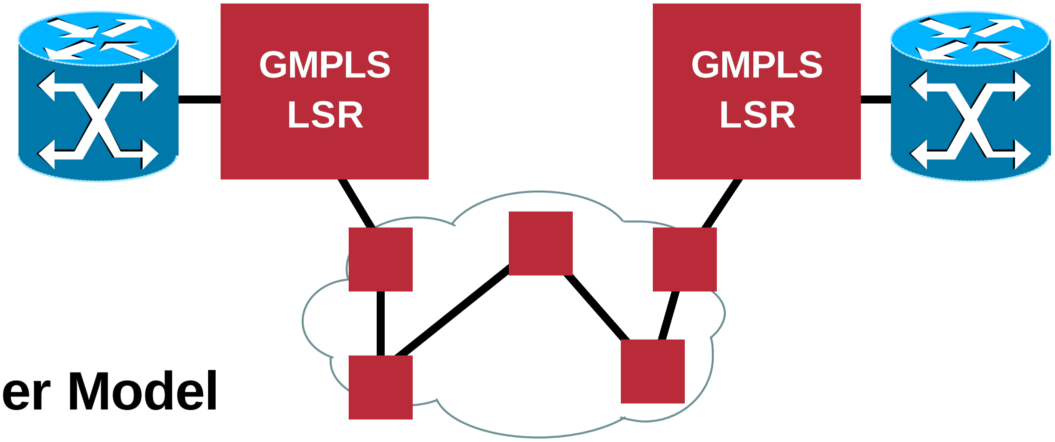
Control Plane Architectures
Overlay and Peer Models

Overlay Model



- GMPLS LSR computes path within optical network
- Router has no visibility of path detail

- OEO LSR takes full part in routing and path selection
- Now has full control over path through optical network

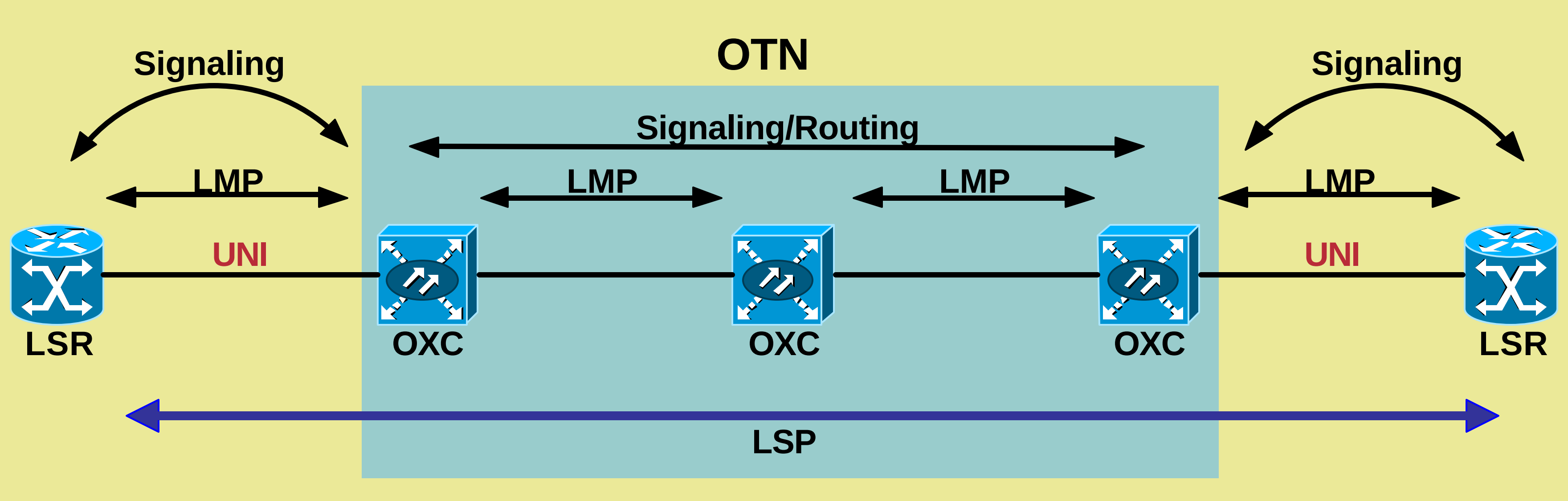


Peer Model

Overlay vs. Peer Models

- Overlay Model with UNI is preferred in environments when clients and optical domain operated by different entities (with limited, or unknown trust)
  - Limit routing structure transfer
  - Apply policies and authentication
  - Use between IP autonomous systems
  - Similar to “BGP model”
- Peer Model is preferred in environments with full trust
  - Full routing information transfer
  - More efficient use of resources
  - Use inside IP autonomous systems
  - Follows IGP model

GMPLS Overlay Routing Model



- **UNI interactions—GMPLS signaling, LMP**
- **OTN interactions—GMPLS signaling, routing, and LMP**

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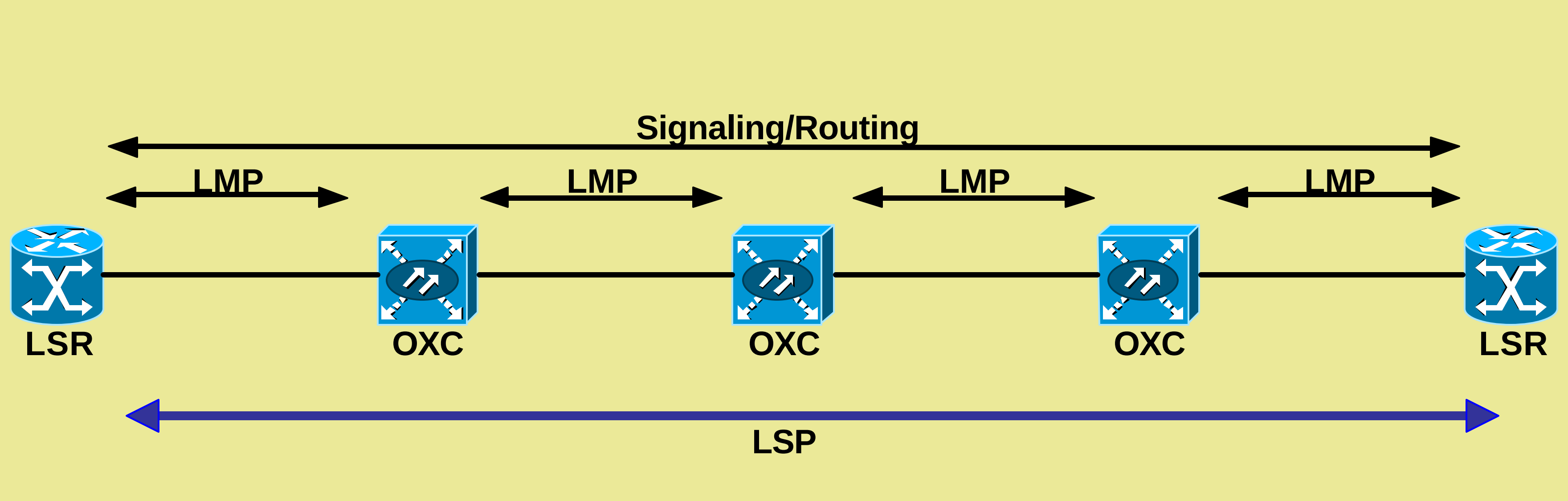
(RSVP Support for Overlay Model)

GMPLS Peer Routing Model



- **OTN interactions—GMPLS signaling, routing, and LMP**
- **GMPLS protocol machinery can support overlay or peer routing models**

RFC 3473 GMPLS Signaling RSVP-TE Extensions

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    - GMPLS and O-UNI

GMPLS AND ASON

Relationship with ASON

ASON Automatic Switched Optical Networks

- A set of ITU-T standards for optical control plane
- G.8080 ASON architecture
- G.7712, 7713, 7714, 7715 ASON requirements
- G.7713.1/2/3 and G.7714.1 protocol specs
- Multi-domain model
- Signaling: uses IETF
- Routing: TBD

GMPLS RSVP TE Signaling in Support of ASON

- Backward/forward compatible with GMPLS RFCs (RFC 3471/73)
- Independence between UNI and E-NNI (agnosticism)
- Interworking (at UNI and/or E-NNI) must be impact free on GMPLS RFCs
- Intra-Domain and Inter-Domain signaling
- Only define new object and procedures when strictly needed (max re-use principle)

Requirements	Info RFC 3474/76	Proposal
Soft Permanent Connection	Yes (SPC Label)	Yes (RFC 3473)
E2e Capability Negotiation	No	Yes
Call w/o Connection Setup	No	Yes
Call w/ (Single) Connection Setup	Yes (Limited to Single Hop Sessions)	Yes
Multiple Connections Per Call (Add/Remove)	No	Yes

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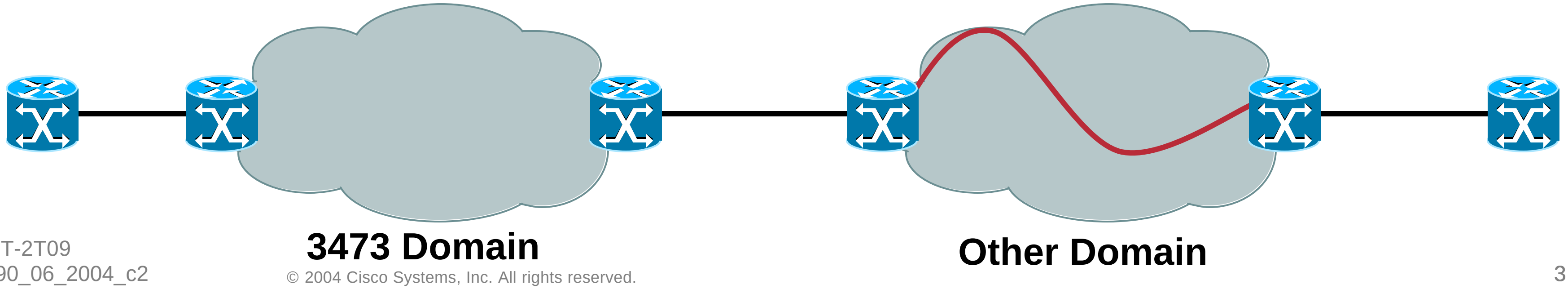
G.7713.2/RFC3474: RFC3473 Interworking

- **RFCs 3473 and 3474 interworking explained in**
  - draft-ong-ccamp-3473-3474-iw-xx.txt
  - **Specifics are in the draft**
  - **More details and clarifications to be added**
- **RFC 3474 key concepts**
  - **Overlay or multiple domain model**
    - **Client interface (overlay)**
    - **ENNI (between domains)**
  - **Client address space (TNA)**
    - **Separate address space and format**
  - **Call-ID and related information**
    - **Carried transparently across intermediate nodes**
  - **Multi-session RSVP**
    - **E2E connection stitched together from multiple tunnels**



OPTICAL UNI

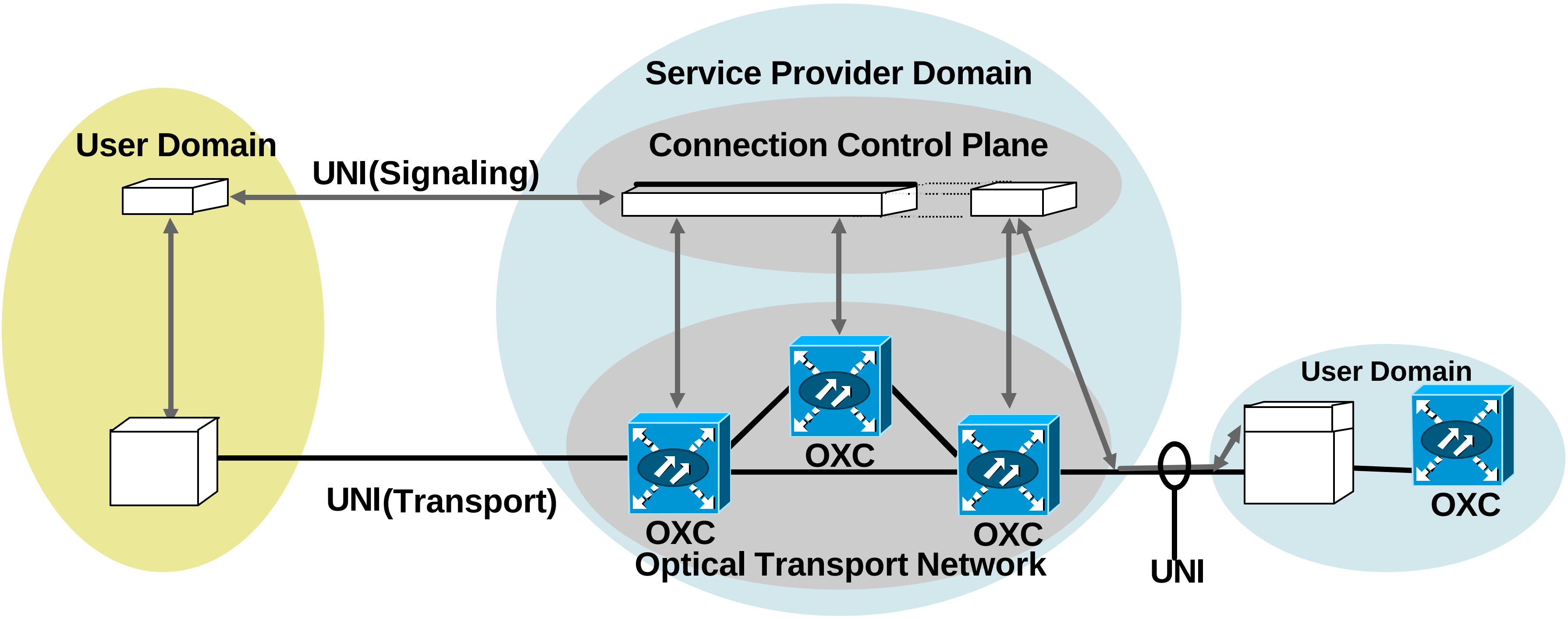
What Is O-UNI?

A Signaling Interface (Demarcation) between the Optical User Equipment and the Service Provider Transport Network!

Optical User Equipment (Client)

- Service provider, enterprise, organization
- IP router, SONET/SDH, ATM NEs

Where Does O-UNI Fit in the Network?



Enables Subscribers via Signaling to Request Circuits from Service Provider Networks Based on Required Service Parameters

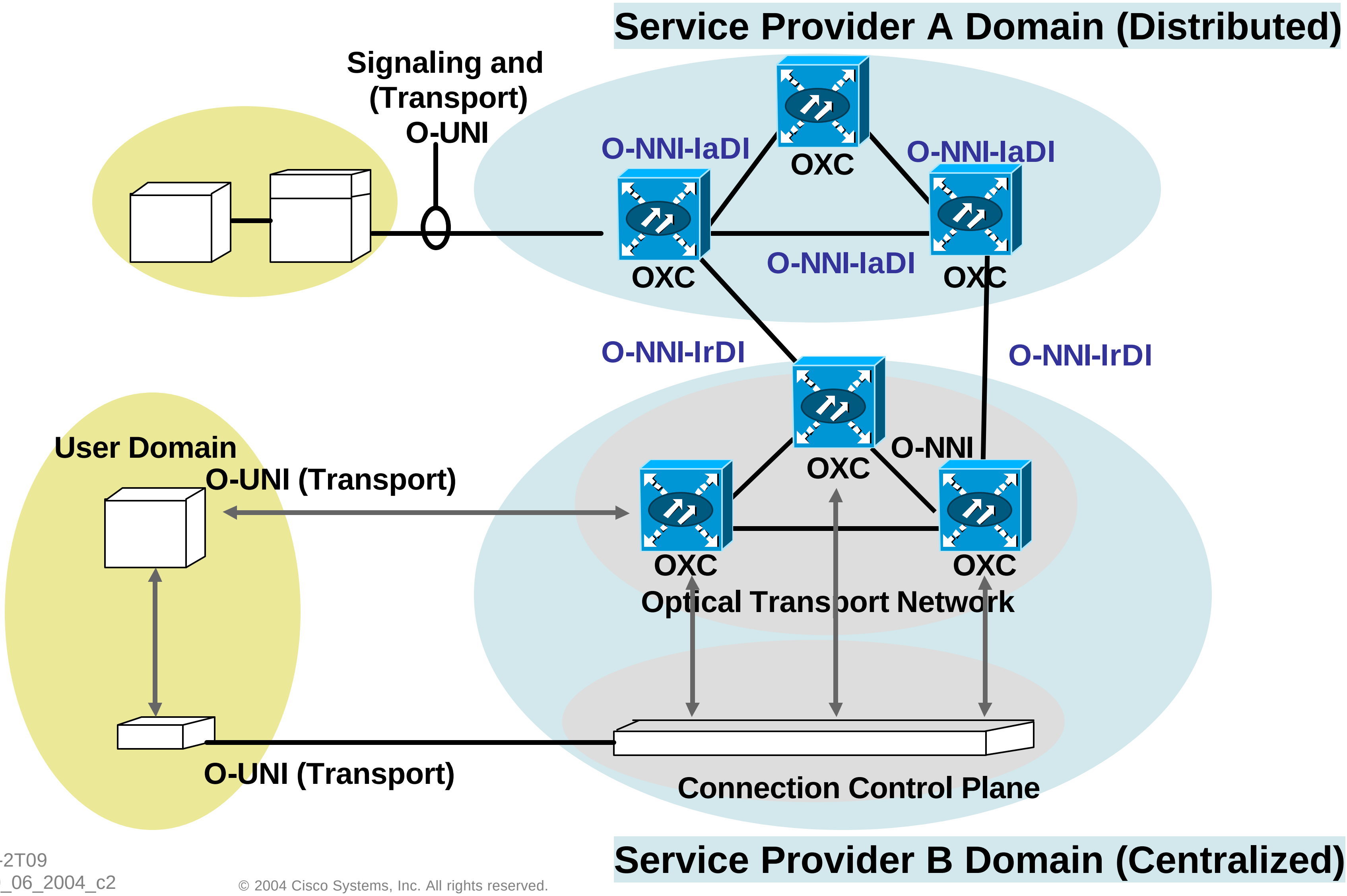
What Is O-NNI?

A Signaling and Routing Interface Between Optical Networking Elements in the Same or Different Administrative Domains!

O-NNI Key Characteristics

- Intra-Domain (IaDI) NNI interface
- Inter-Domain (IrDI) NNI interface
- Distributed Model, Centralized Model
- Examples of optical networking elements with O-NNI include OXCs and OADMs

OIF UNI/NNI Network Reference Model



O-UNI Key Features

- Signaling Interface between optical network and clients
  - IP routers, ATM switches, SONET ADMs
- UNI functional components
  - Neighbor discovery and control channel maintenance
    - Control channel configuration
    - Hello initiation and link verification (up/down status)
    - Neighbor discovery information retrieval
  - Service discovery and address registration
    - Discovery of service attributes
    - Service granularity (min, max bandwidth)
    - Signaling protocols (RSVP-TE/LDP)
  - Signaling message exchange
    - Connection create, delete, status inquiry

OIF O-UNI 1.0 Key Protocols

- All signaling and control messages
  - Based on IETF IP protocols
- In-fiber IP control channel
  - DCC: PPP in HDLC IETF RFC1662
  - Dedicated channel: PPP over SONET/SDH IETF RFC2615
- Signaling protocol
  - IETF RSVP-TE, LDP
- Neighbor discovery, service discovery
  - IETF LMP protocol
- Routing protocol—not applicable

Summary

- UCP—common control plane for IP and optical networks
- GMPLS—extended MPLS model
  - Overlay for ease of deployment
  - Peer model for full network control and efficiency
- OUNI
  - Overlay model
  - Ease of deployment
- Mostly in trails right now
- Many operational issues to be sorted out before real-world deployment

Q & A

References: GMPLS

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- K. Kompella, Y. Rekhter, “Signalling Unnumbered Links in CR-LDP”, Internet Draft, RFC 3480, February 2003
- K. Kompella and Y. Rekhter, LSP Hierarchy with Generalized MPLS TE, Internet Draft, Work in progress, draft-ietf-mpls-lsp-hierarchy-08.txt
- K. Kompella, Y. Rekhter and L. Berger, “Link Bundling in MPLS Traffic Engineering”, Internet Draft, Work in progress, draft-ietf-mpls-bundle-04.txt

MPLS DEPLOYMENT EXPERIENCE

Agenda

- Scalability
- Core vs Edge
- Management
- Migrations L3 and L2

Assumption:

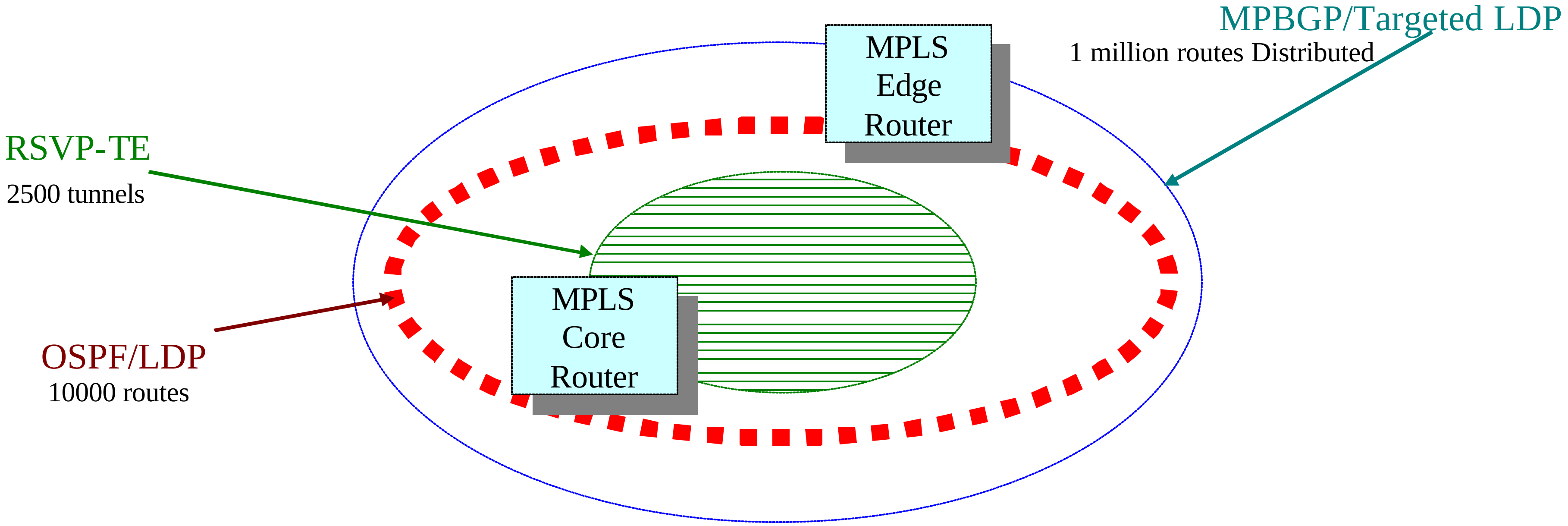
Existing IP only network -> MPLS multi-service network

Scaling MPLS networks

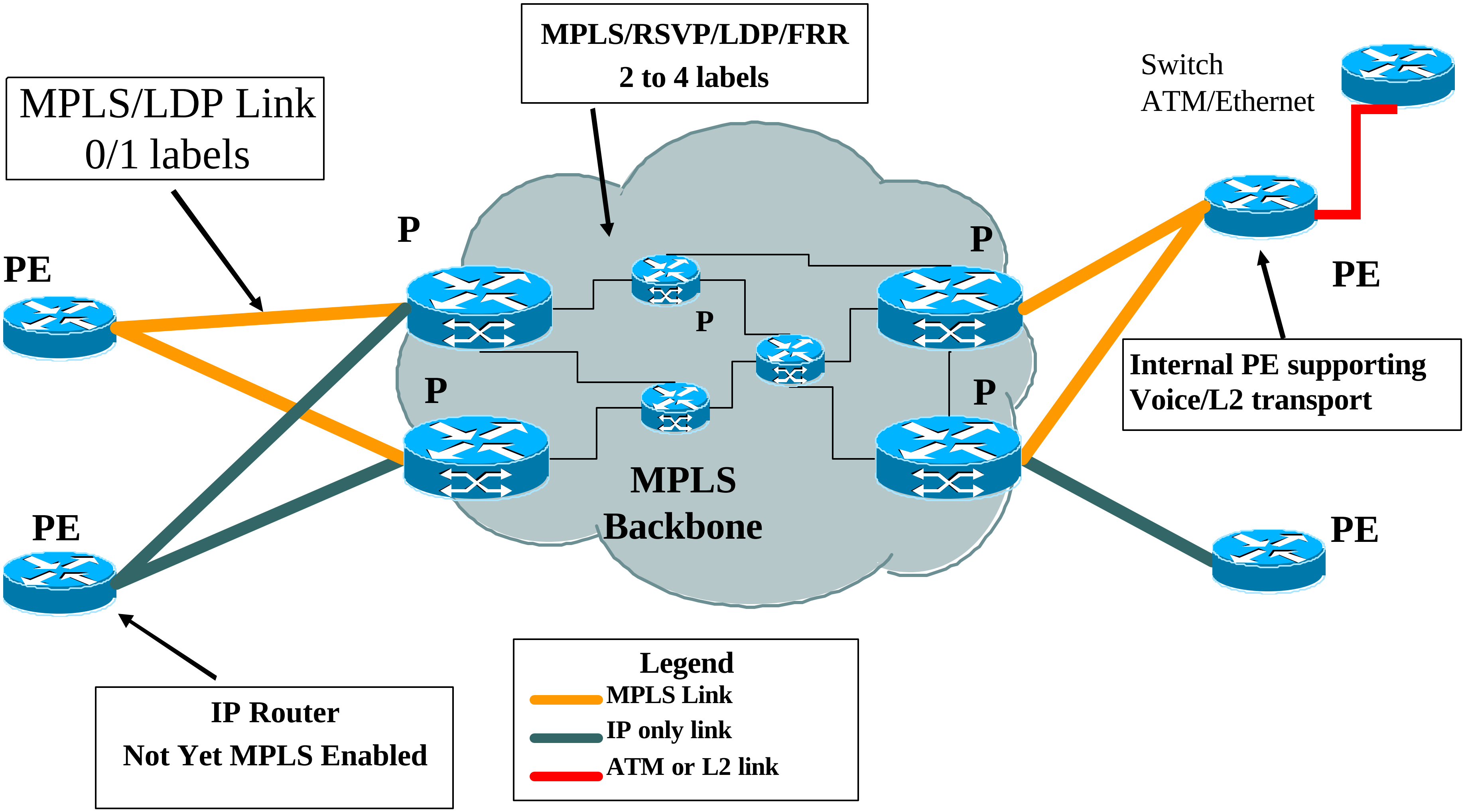
- **Must take advantage of MPLS "stacking architecture" on all levels:**

  Routing information (RSVP, LDP/IGP)

  FIB: customer specific information need not be in the core of the network



Reference Network Architecture



MPLS/LDP Link
0/1 labels

MPLS/RSVP/LDP/FRR
2 to 4 labels

Internal PE supporting
Voice/L2 transport

IP Router
Not Yet MPLS Enabled

Legend
- 🟧 MPLS Link
- 🟩 IP only link
- 🟥 ATM or L2 link

PE—Provider Edge Router (Service Provider)
P -Provider Core MPLS router

MPLS multi-service Core

- Probably the easier step.
  - Basic protocols: LDP , RSVP/FRR
  - Easy Migration strategy:
    - -RSVP/FRR can be turned on on a link by link basis.
    - -LDP edge to edge can also be turned on a link by link basis.
- RSVP in Core for FRR and LDP from P to P/PE
- Things to keep in mind:
  - -Equal cost multipath load pattern might change.
  - -MPLS will use more ASIC memory.
  - -Code tends to grow ... later IOS releases seem to be bigger...
- TE and Diffserv TE are an independent requirement.
  - -Need to measure cost gains VS extra OPEX.

Core Con't

- **QOS: Core routers tend to be simpler, and do not need classifiers.**
- **Core access lists: MPLS will hide the IP address.**
- **TE and Diffserv TE are an independent requirement.**
  - **Need to measure cost gains VS extra OPEX.**
- **Remove RR function from core routers.**
  - **Moving RR might mean changing RR route selection decision.**
- **Eventually remove BGP from core routers.**
  - **Prevent DoS attacks**
  - **Frequently requested by enterprise customers for security reasons.**
- **Make CORE routers IP address not reachable from the internet.**

QoS and L2 services

- QoS is a necessary evil....

  A must for failure, and unexpected traffic situations.

- Customer expectation is that the service works!
- Constant Bit Rate (CBR), Variable Bit Rate (VBR), Unspecified Bit Rate (UBR) class a minimum.
- Typically a 10Gb backbone vs classical OC3 ATM network.

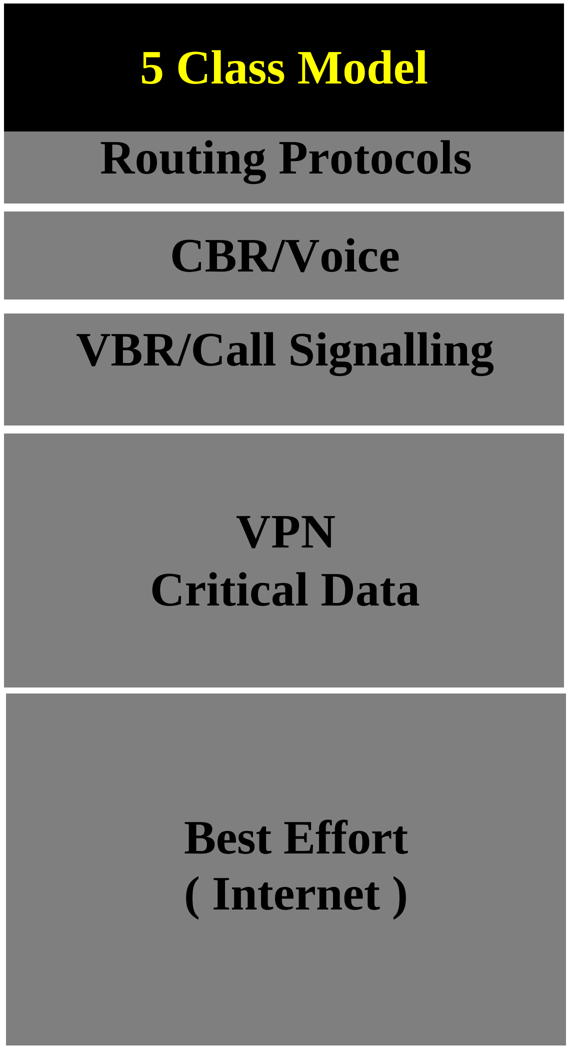
  Behaves better then OC3/OC12 ATM network.

QoS: Core

- Choose services: IP/Internet, L3 VPN, L2 VPN
- Edge OR Edge and Core ?
- Core queuing based on MPLS exp Bits.
- Keep the Core simple with at most 5 classes
- VoIP hardened , Video/ATM is not.
- Classify/Police at the input, queue in the core:

    L2 QoS is the simplest, per VC , very controlled traffic flow.

    L3 IP Internet is the most difficult/costly (traffic flow completely unpredictable)
- Capacity planing -> Per LSP data



5 Class Model

Routing Protocols

CBR/Voice

VBR/Call Signalling

VPN
Critical Data

Best Effort
(Internet)

MPLS Edge

- **Easy migration: each edge element can be migrated independently.**
- **Memory consumption needs to be considered.**
  - **Any new IP based services like MPLS-VPN will require more memory.**
  - **Limit LDP label advertisement to loopbacks only.**
- **Disable propagate-ttl:**
  - **Customer traceroute no longer shows the core network hops.**
- **Before removing BGP for Core routers use accounting to check if all IP traffic is using MPLS LSPs.**

Monitoring

- MPLS LDP session Flaps.
- RSVP LSPs flaps
- Internal IP tools Like SAA might not report the correct status, as they run IP, not MPLS.

  Use of MPLS VPN can help.

  Or L2 mesh of PVCs
- IP is very resilient, other services will not be.

  A network interruption of less then 10 seconds will not be detected by IP customers.

  Packet loss of 0.01% will not be detected by IP customers, but will render video or voice unusable.

L2 point-to-point services

- Point-to-point links - operationally similar to classical frame/ATM.
- MPLS based Multi-service network.
- Service management granularity/scalability compromise
- Classes of Service:

  Multiple CoS on same logical interface.

  Multiple CoS on same physical port.

- Billing models:

  PVC charge/ KB of CIR

  Usage based (Port aggregate/PVC)

L2 Deployment OAM:

- **Example - Ethernet:**
  - No Management LMI/Ping
  - Monitor Error counters
  - Interface flaps (Syslog/Traps)
- **Monitor PW status changes/MPLS RSVP events.**
- **Future Enhancements: IETF Virtual circuit connection Verification Draft**
- **SLA measurement: SAA or probe.**
  - Qos Classes will be identical without network failure condition
  - One probe infrastructure to measure all services.

L2 services Deployment: Ethernet

- Care must be taken with spanning tree protocol:
  - BPDUs do not work if VLAN is changed.
  - No BPDU processing on routers.
  - Must consistently choose either Enabled , or Disabled (Preferred).
- Ethernet Aggregation based ethernet switches:
  - QoS can be simplified further with the assumption of large amount of Bandwidth available.
  - Etherchannel is economic , but does not work well with L2 services.
- Frequent Default VLAN customer issues.

ATM network Migration to ATM o MPLS

- Several approaches:
    - Link by link migration with new transport
    - Individual Existing tail circuit move to new MPLS router.
    - All tail circuits for a particular ATM customer moved at once.
- NNI between old network and new ATM over MPLS network.
- Errors in CBR/VBR SCR and PCR parameters
- NO support for ABR in ATM over MPLS.
- OAM cell behavior differences.

Complete Your Session Evaluation Form

Muchas Gracias por asistir a esta sesión.

Por favor, complete y entregue a la salida la evaluación suministrada.

¡Gracias!

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