



JANOG50 あつまれSRv6の森

SRv6 最新機能 Path Tracing

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自己紹介

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(2009年新卒入社)
- Interop ShowNet NOC team member
- JANOGでの発表 3回目
 - JANOG40: Segment Routing Tutorial
 - JANOG43: SRv6最前線
 - JANOG50: SRv6の森



本日の発表内容:
SRv6の最新機能について

SRv6 - 標準化動向

- **RFC 8402** * – Proposed Standard
 - SR-MPLS with MPLS dataplane and Label SID's
 - SRv6 with SRH and SRv6 SID's
- **RFC 8754** – Proposed Standard
 - SRv6 DataPlane: SRH and SRv6 SID
- **RFC 8986** – Proposed Standard
 - Network Programming (END, END.X, END.DX/DT, H.Encap)
- **RFC 9259** – Proposed Standard
 - OAM in SRv6
- **もう間もなく RFC**
 - SR Policy (draft-ietf-spring-segment-routing-policy-22) *
 - IS-IS extension (draft-ietf-lsr-isis-srv6-extensions-18)
 - BGP based overlay (draft-ietf-bess-srv6-services-15)
 - BGP-LS extension (draft-ietf-idr-bgpls-srv6-ext-09)



RFC 8986

*SRv6 Network
Programming*

RFC 8754

*IPv6 Segment
Routing Header*

100M *live subscribers*
over SRv6

SIMPLICITY ALWAYS PREVAILS

* SR-MPLS/SRv6 共通

正直かなりこなれてきたと思います

- L2/L3 VPNはかなり実装が進んで来ています
- 次のStepとしてMPLSではできない“SRv6だからできること”に注目が集まり始めています
- 本日は(一部MPLSでもできるけど) SRv6の最新機能を紹介させていただきます
 - 特に3月のIETF113で発表されたばかりのPath tracingという機能について紹介させていただきたいと思っています



SRv6最新機能紹介

SR IGP Flexible Algorithms

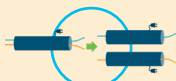
Applicability Examples

Sensitive Data



Financial Transactions

Transport Redundancy



Different Fiber Conduits

Scalability



Low-End Platforms

Solution

オペレーターによりカスタマイズされたIGPアルゴリズムで、**intent (意図)ベース**でTraffic Engineeringをインスタンス化できる
メトリックの最小化: IGP, delay
制約条件を考慮した計算: link-affinity, SRLG

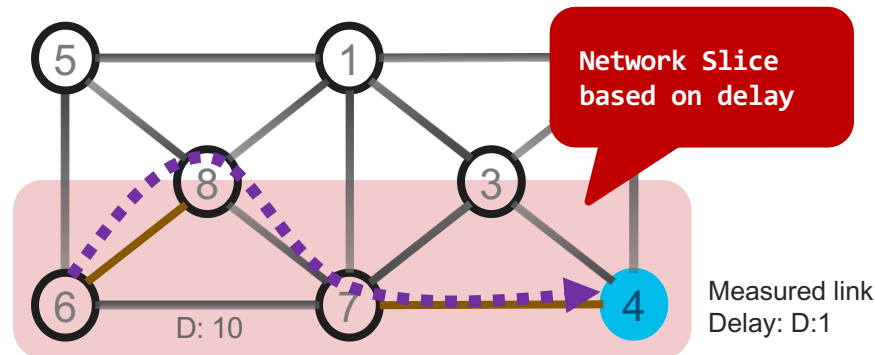
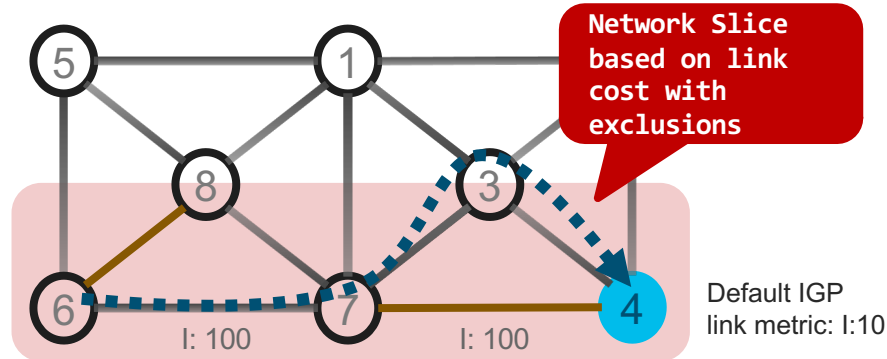
Benefits

Simplicity and Automation

IGPで計算されたTEパス(どこからどこへでも)
Sub-50msec のプロテクション(TILFA)が可能で、Flex-Algorithmのプレーン内に閉じてバックアップパスが計算される

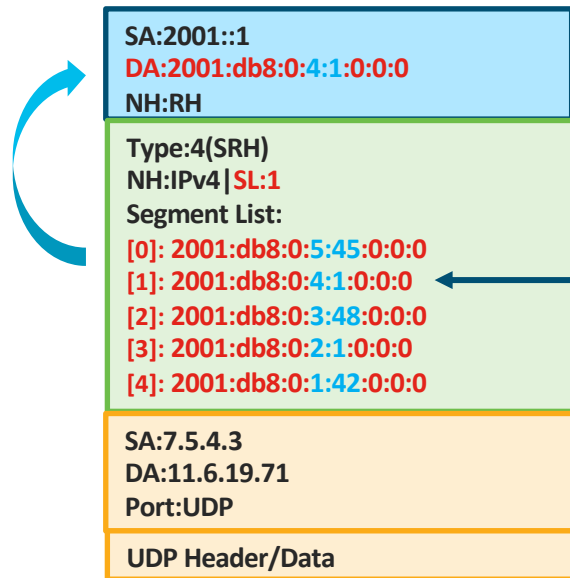
Scalability

ラベル1つ(複数のラベルをスタックせずに)でTEパスを表現できる



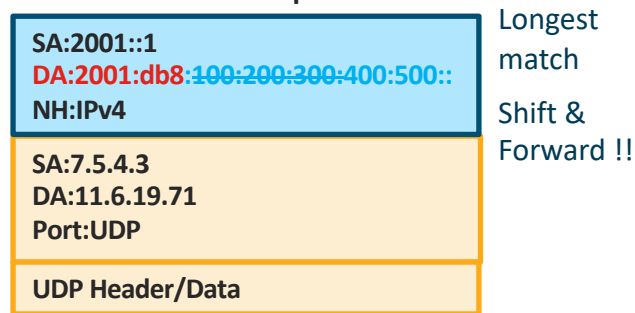
SRv6 Micro SID

SRv6 Encapsulation

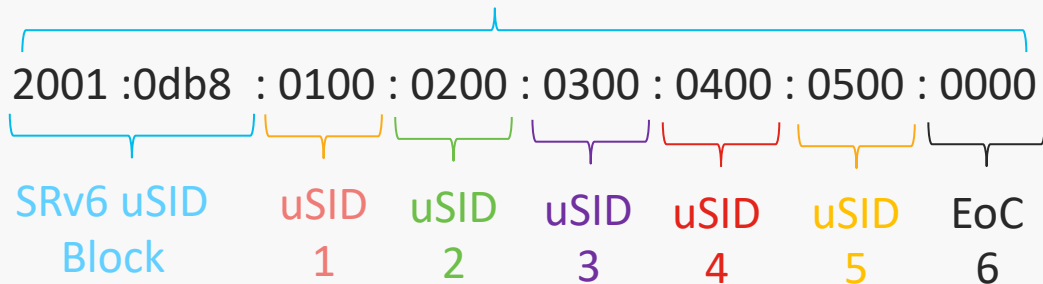


SID = [Locator + Function (+ Args)]

SRv6 uSID Encapsulation



SRv6 uSID Carrier





Innovation: Path Tracing

SRv6: Path Tracing

40-year-old unsolved IP problem

What is the Path from A to M?

ECMPのどこを通っているのかトラッキングすることは難しい

How is time spent from A to M?

それぞれのパスの遅延差はあるのか？

What is the load at each hop between A and M?

負荷や帯域はどれくらいですか？

Solution

Deterministic Per-Packet Tracing

Hop-by-HopのprobeでMidpoint Compressed Data (MCD)を収集する

Sink node (M) reports to a Regional Controller for Analytics

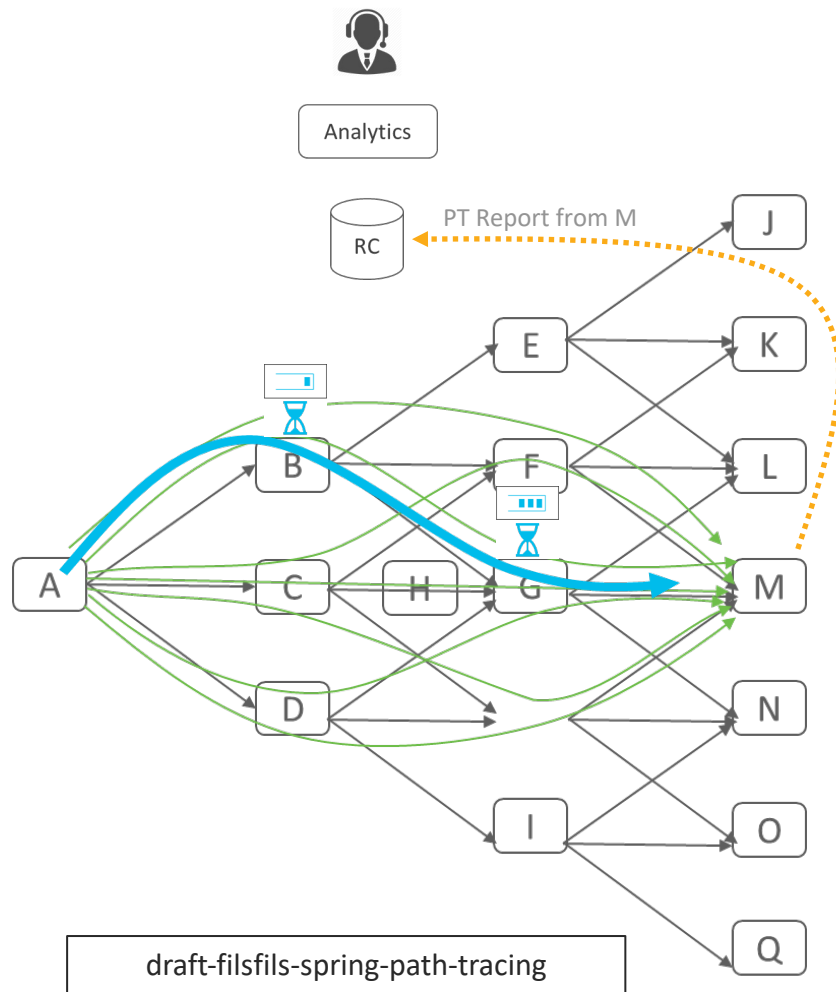
Benefits

Simplicity and Automation

- Native interworking with SRv6
- Linerate monitoring in base NPU HW pipeline
- Seamless Deployment

Tight SLAs

Path, timing and load history at each hop is available

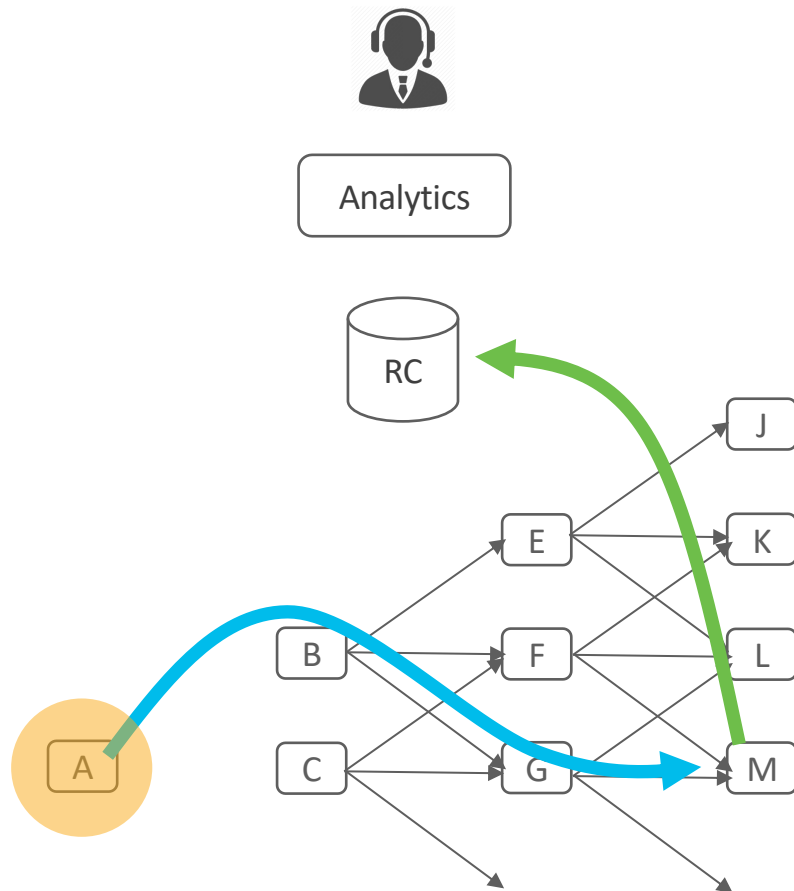


Roles and Data Model

Source

- Probeを生成するノード

- SRC.T64: 64-bit PTP Tx Timestamp
- SRC.OIL: 4-bit Outgoing Interface Load
- SRC.OIF: 12-bit Outgoing Interface ID

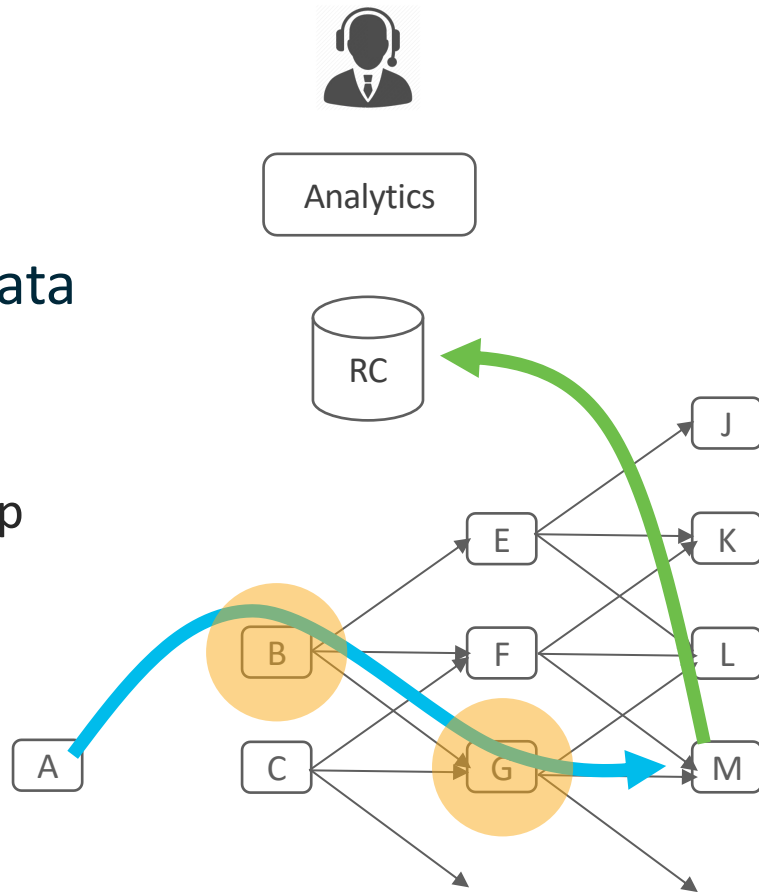


Midpoint

- MidPoint Compressed Data (MCD)を
打ち込む

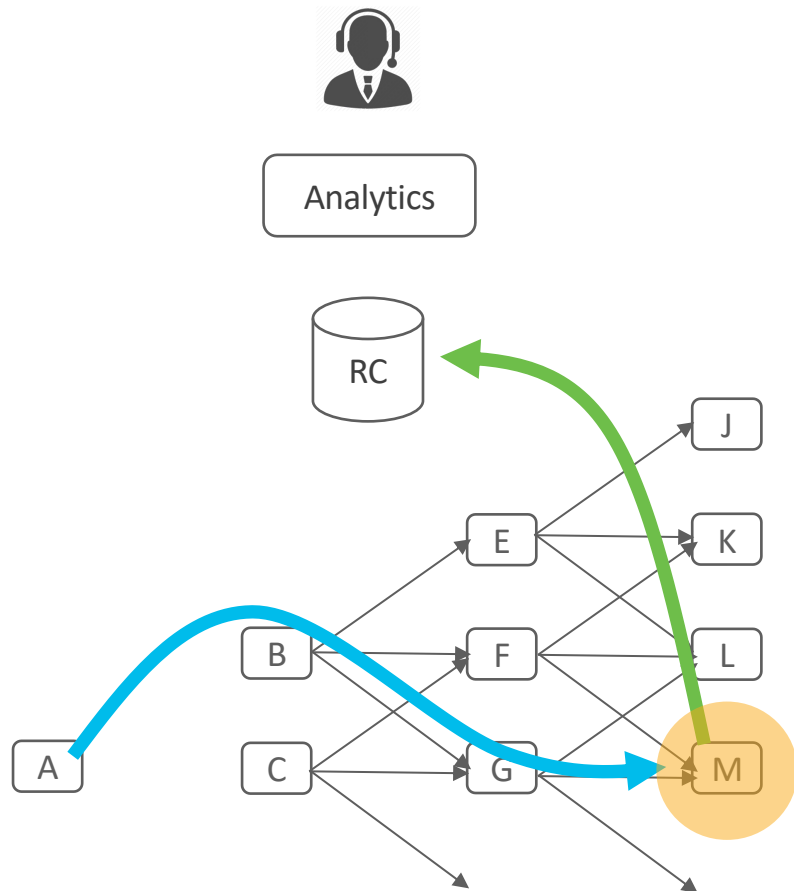
MCD: 24-bit Midpoint Compressed Data

- MCD.OIL: 4-bit Incoming Interface Load
- MCD.OIF: 12-bit Incoming Interface ID
- MCD.TTS: 8-bit Truncated PTP TimeStamp



Sink

- Probeを終端してコレクタに送信
 - SNK.T64: 64-bit PTP Rx Timestamp
 - SNK.IIL: 4-bit Incoming Interface Load
 - SNK.IIF: 12-bit Incoming Interface ID



Collected Data

draft-filsfils-spring-path-tracing

- Source

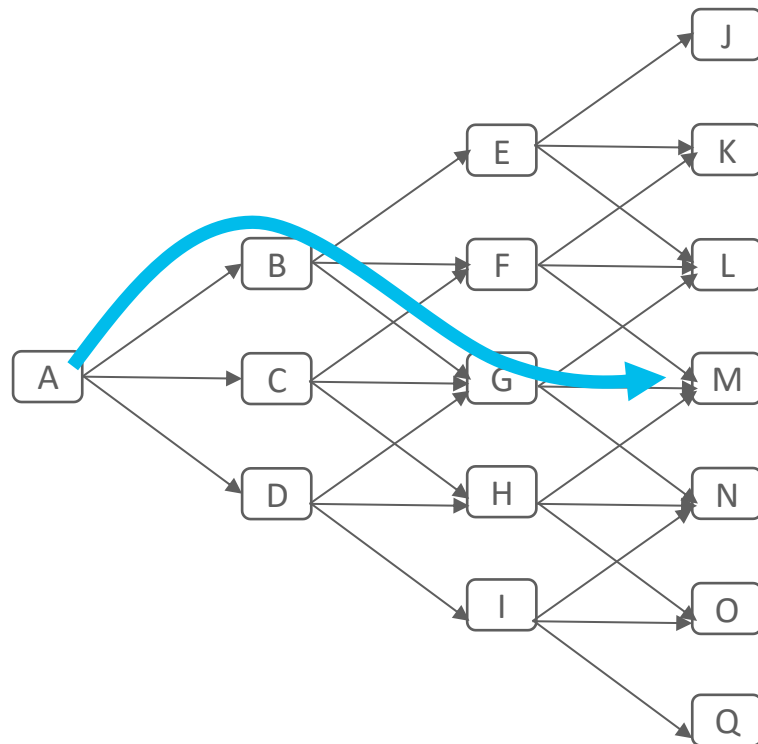
- SRC.T64: 64-bit PTP Tx Timestamp
- SRC.OIL: 4-bit Outgoing Interface Load
- SRC.OIF: 12-bit Outgoing Interface ID

- Midpoint

- MCD.OIL: 4-bit Incoming Interface Load
- MCD.OIF: 12-bit Incoming Interface ID
- MCD.TTS: 8-bit Truncated PTP TimeStamp

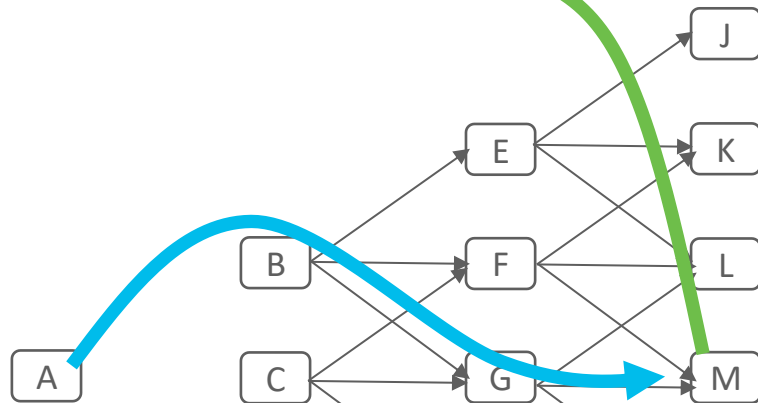
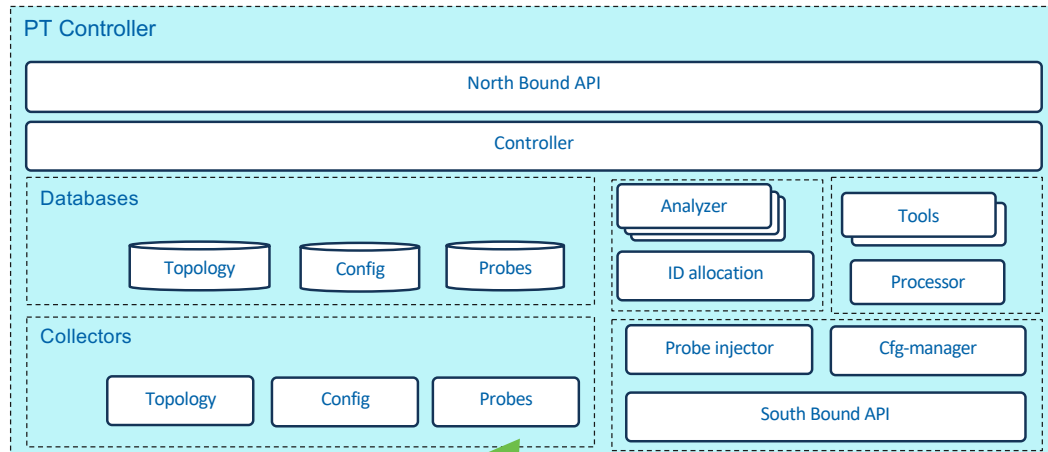
- Sink Node

- SNK.T64: 64-bit PTP Rx Timestamp
- SNK.IIL: 4-bit Incoming Interface Load
- SNK.IIF: 12-bit Incoming Interface ID



Controller (今回用意していません)

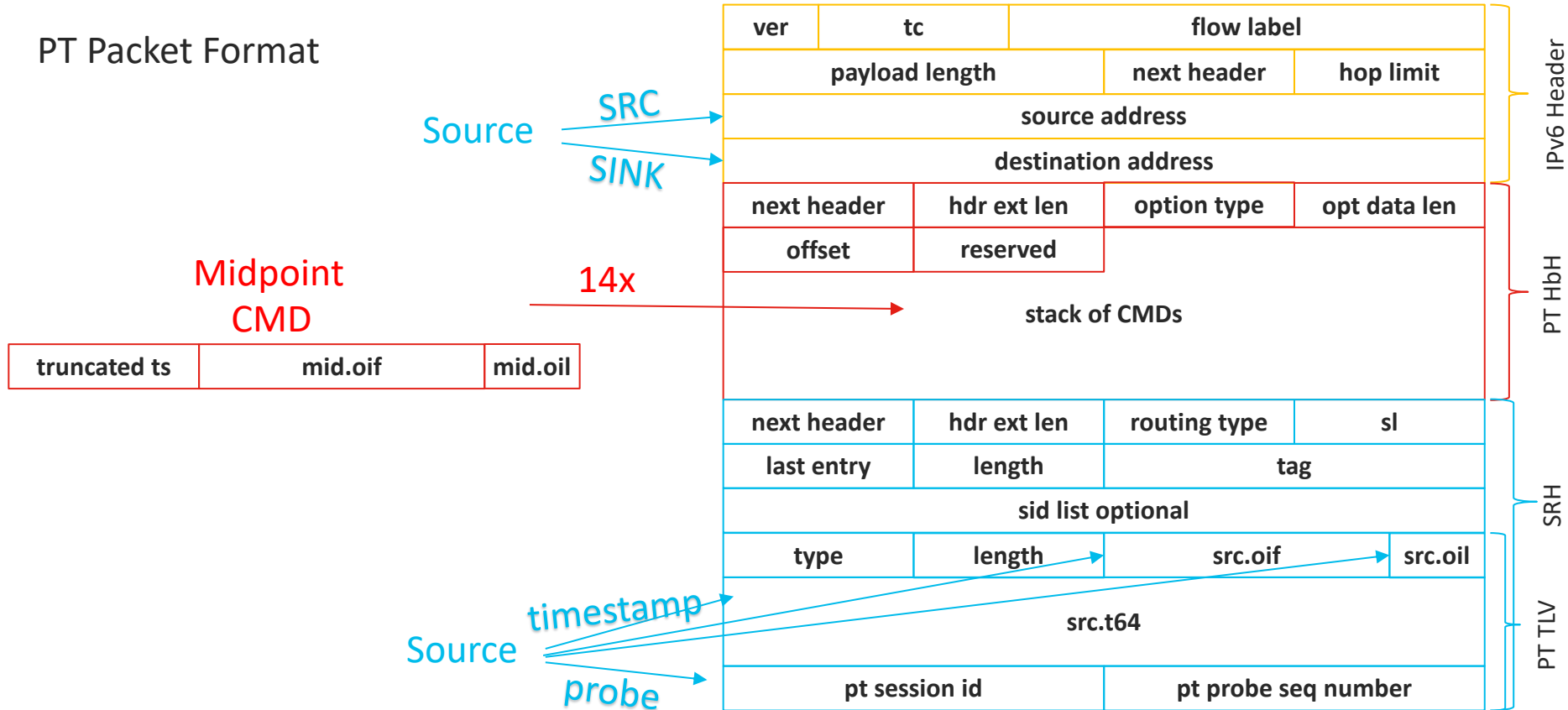
- **Controller:**
すべてのコンポーネントの呼出しや連携を制御
- **Collectors:**
トポロジー、ノードのコンフィグ、プローブデータを収集
- **Databases:**
Graph DB, TS(Timestamp) DB, Key Value Store
- **ID allocation:**
ID割り当てアルゴリズムの実装
- **Cfg-manager:**
SB-APIを使用しPT(Path Trace) configのプッシュ
- **Probe-injector:**
PT sessionの開始
- **Probe-processor:**
収集したプローブから実データを構築
- **Analyzer:**
ユースケースに応じて、収集したプローブの分析





Demo: Path Tracing

PT Packet Format

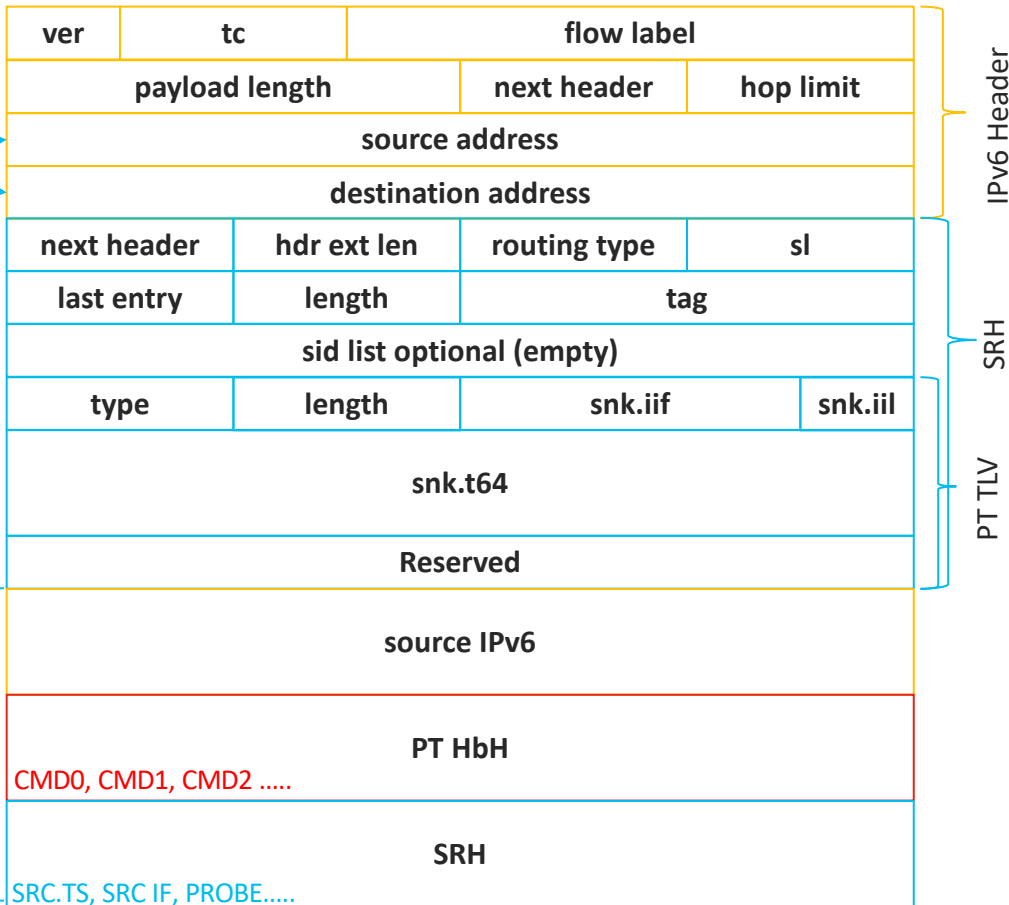


Packet from Sink to Collector

Sink

SINK
Collector

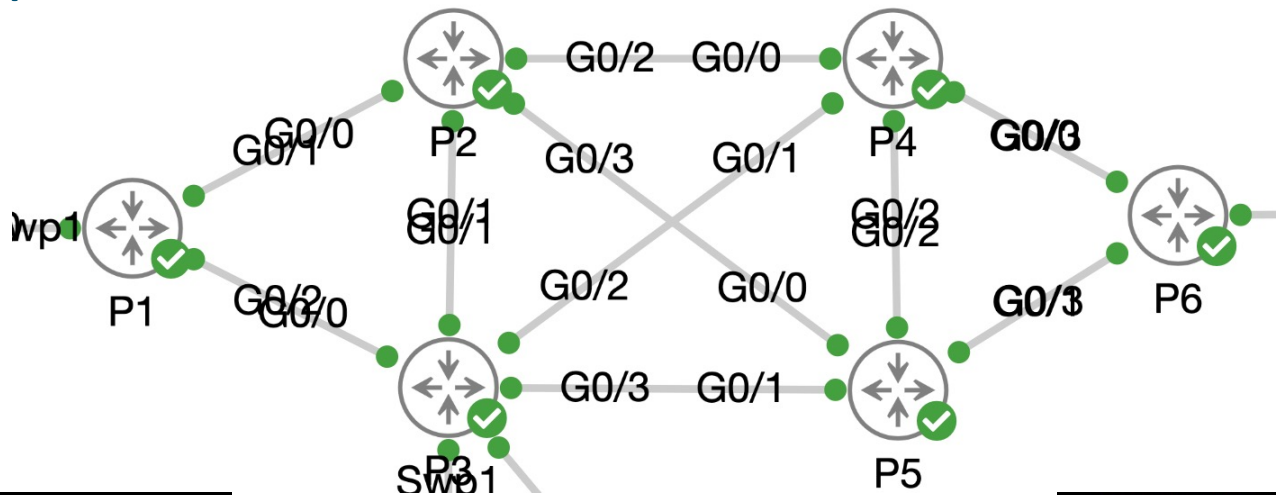
Original Probe Packet



Output Example



Packet Capture



```
IPv6 Hop-by-Hop Option
Next Header: Routing Header for IPv6 (43)
Length: 5
[Length: 48 bytes]
Path Tracing
Type: Path Tracing (0x32)
00.. .... = Action: Skip and continue (0)
..1. .... = May Change: Yes
...1 0010 = Low-Order Bits: 0x12
Length: 44
Offset: 14
Reserved: 00
CMD - Compressed Midpoint Data: 0x000000
0000 .... .... = Incoming Interface Load: 0
.... 0000 0000 0000 = Incoming Interface: 0 (0x000)
Truncated Timestamp: 0x00 (0)
CMD - Compressed Midpoint Data: 0x000000
0000 .... .... = Incoming Interface Load: 0
.... 0000 0000 0000 = Incoming Interface: 0 (0x000)
Truncated Timestamp: 0x00 (0)
CMD - Compressed Midpoint Data: 0x000000
0000 .... .... = Incoming Interface Load: 0
.... 0000 0000 0000 = Incoming Interface: 0 (0x000)
Truncated Timestamp: 0x00 (0)
CMD - Compressed Midpoint Data: 0x000000
0000 .... .... = Incoming Interface Load: 0
.... 0000 0000 0000 = Incoming Interface: 0 (0x000)
Truncated Timestamp: 0x00 (0)
```

```
IPv6 Hop-by-Hop Option
Next Header: Routing Header for IPv6 (43)
Length: 5
[Length: 48 bytes]
Path Tracing
Type: Path Tracing (0x32)
00.. .... = Action: Skip and continue (0)
..1. .... = May Change: Yes
...1 0010 = Low-Order Bits: 0x12
Length: 44
Offset: 11
Reserved: 00
CMD - Compressed Midpoint Data: 0x0072cd
0000 .... .... = Incoming Interface Load: 0
.... 0000 0111 0010 = Incoming Interface: 114 (0x072)
Truncated Timestamp: 0xcd (205)
CMD - Compressed Midpoint Data: 0x0042ce
0000 .... .... = Incoming Interface Load: 0
.... 0000 0100 0010 = Incoming Interface: 66 (0x042)
Truncated Timestamp: 0xce (206)
CMD - Compressed Midpoint Data: 0x0031af
0000 .... .... = Incoming Interface Load: 0
.... 0000 0011 0001 = Incoming Interface: 49 (0x031)
Truncated Timestamp: 0xaf (175)
CMD - Compressed Midpoint Data: 0x000000
0000 .... .... = Incoming Interface Load: 0
.... 0000 0000 0000 = Incoming Interface: 0 (0x000)
Truncated Timestamp: 0x00 (0)
```



Conclusion

まとめ

- SRv6の最新機能について紹介しました
- SRv6 Path Tracingでは
 - ECMPのどこを通っているのかトラックすることができます
 - それぞれのパスの実際の遅延なども取得できます
 - 前回のJANOGでもIn-band Telemetryなどの発表がありましたが、OAMはどこまで取得する必要があるのか、議論できればと思います
- SRv6じゃないとできないことについても今後ともご意見いただければ幸いです

