IPv6 over Link-Local Discovery Protocol

draft-richardson-anima-ipv6-lldp

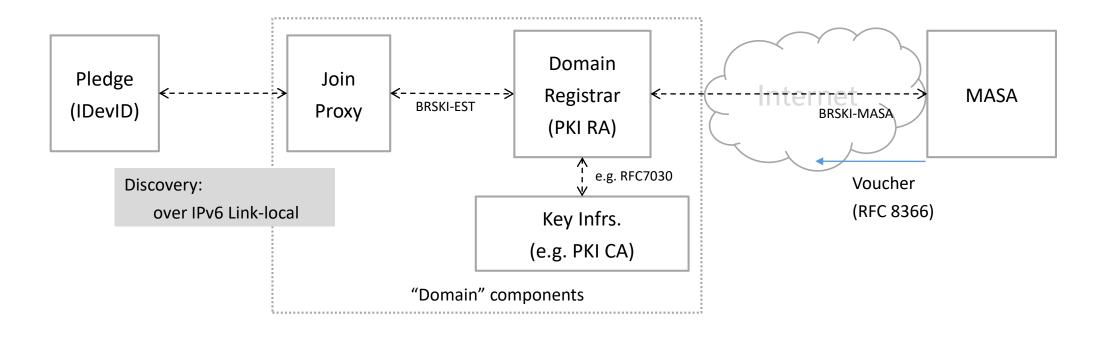
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Discovery of adjacent systems

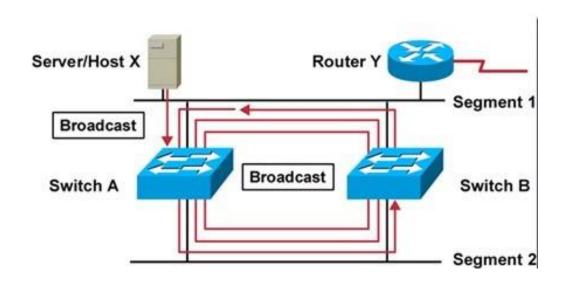


- Pledge talk to Join Proxy using IPv6 Link-Local Address
 - On the ACP, Need hop-to-hop discovery of adjacent system

Bootstrap Interlocking Problem

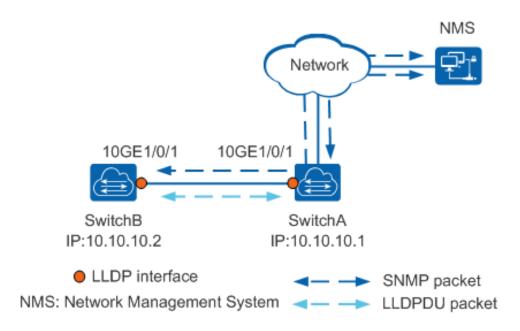
- RFC8368 provide a stable SDN connection method
 - (RFC8368: Using an Autonomic Control Plane for Stable Connectivity of Network Operations, Administration, and Maintenance (OAM))
- But before the connection, Broadcast is in this L2
 Network, => Loop
 - Need additional mechanism for Loop-breaking
 - Like STP ...
 - But STP Can't be automatically configured till onboarding process is done
 - Slow convergence protocol
- LLDP is L2-based hop-to-hop discovery protocol

控制器



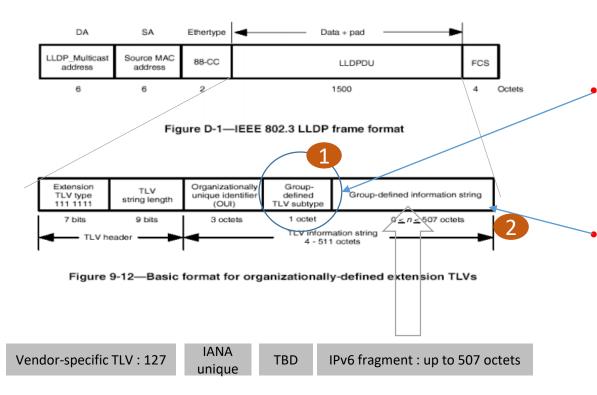
Proposed LLDP Solution

- LLDP(Link Layer Discovery Protocol) Description:
 - Standard Layer-2 discovery protocol in IEEE 802.1ab,
 without Control Plane
 - Does not forward packets with default, that is: it discovers all compliant layer-2 devices in a network, even if they do not normally do layer-3 forwarding
- Process for LLDP frames:
 - Be sent to the control plane processor, -> exactly the desired for ACP: all traffic goes to the control plane processor.



LLDP Encapsulation Issues

LLDP Frame Formats



- 507 octets limit the vendor-specific frame:
 - minimum MTU in IPv6 protocol standard: 1280
 - So LLDP IPv6 fragment contain more than one TLV, accommodate up to 1500bytes(often larger...) in Ethernet network

Issue 1 : Subtype TLV, which better?

- Option-1: Multiple different subtype values
- Option-2: Repeatedly same subtype TLV values
 - How to keep the correct order?

Issue 2 : Content payload, which suitable?

- Option-1: entire IPv6 packet, including IPv6 header
- Option-2: elided IPv6 packet, without IPv6 header and others
- Option-3: compressed packet, based-on RFC8138 or others?

Thank You!