Traffic Engineering Database in FRR

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Why FRR need TED?

Segment Routing

- To compute Traffic Engineered path (SR-TE)
- To compute next hop for Flexible Algorithm
- Both IS-IS and OSPF are concern
 - Could remain internal to each routing daemon, but code could benefit of common code factorization

BGP Link State

- Link State are extracted from Traffic Engineering Link State convey by OSPF and IS-IS
 - BGP LS needs to collect information from IS-IS and / or OSPF in a common way

RSVP-TE & PCE

- This is mandatory to setup and compute path
 - Both protocols assume the existence of an up to date TED that represent the network topology

A common representation of TED

First approach could consist to use directly LSA (OSPF) and LSP (IS-IS)

- TLVs and Sub-TLVs are not the same even if they convey similar values e.g. TE metric
- Impose to have 2 decoders for BGP Link State, RSVP-TE & co
- Impose to have 2 set of messages to convey information between daemons

A common TED approach overcome these limitations

- OSPF, respectively IS-IS are in charge to convert LSA, respectively LSP, to TED structure
- BGP Link State, RSVP-TE & co use the common decoder
- Same set of messages are used to convey TED information

Possibility to model TED structure in yang

But it is impossible to model a Connected Graph mandatory for path computation (see https://git.opendaylight.org/gerrit/c/bgpcep/+/86954/12/docs/graph/graph-user-guide-graph-model.rst)

Graph model

```
module: graph
+--rw graph-topology
+--rw graph* [name]
                            string
        +--rw name
                            enumeration
        +--rw graph-type?
        +--rw asn?
                            uint32
        +--rw vertex* [vertex-id]
           +--rw vertex-id
                                uint64
           +--rw name?
                                strina
           +--rw router-id?
                                inet:ip-address
           +--rw vertex-type?
                                enumeration
           +--rw srab
              +--rw lower-bound?
                                   uint32
                                   uint32
              +--rw range-size?
                                uint32
           +--rw asn?
        +--rw edge* [edge-id]
           +--rw edge-id
                                      uint64
          +--rw local-vertex-id?
                                     uint64
           +--rw remote-vertex-id?
                                     uint64
           +--rw name?
                                      string
          +--rw edge-attributes
              +--rw metric?
                                                uint32
              +--rw te-metric?
                                                uint32
                                                uint32
              +--rw color?
              +--rw local-address?
                                                inet:ip-address
              +--rw remote-address?
                                                inet:ip-address
              +--rw local-identifier?
                                                uint32
              +--rw remote-identifier?
                                                uint32
              +--rw max-link-bandwidth?
                                                decimal64
              +--rw max-resv-link-bandwidth?
                                                decimal64
                                                decimal64
              +--rw unreserved-bandwidth*
              +--rw delay?
                                                delay
              +--rw min-max-delay
                 +--rw min-delav?
                                    delav
                +--rw max-delav?
                                    delav
              +--rw iitter?
                                                delay
              +--rw loss?
                                                loss
              +--rw residual-bandwidth?
                                                decimal64
                                                decimal64
              +--rw available-bandwidth?
              +--rw utilized-bandwidth?
                                                decimal64
              +--rw adj-sid?
                                               uint32
              +--rw backup-adj-sid?
                                                uint32
              +--rw srlqs*
                                                uint32
       +--rw prefix* [prefix]
       +--rw prefix
                            inet:ip-prefix
        +--rw prefix-sid?
                            uint32
        +--rw vertex-id?
                            uint64
```

Exchange TED between daemons

OSPF API

- Already available, but too OSPF centric (convey LSA only)
- Need to write similar API for IS-IS
- Need to change the API to convey TED structure

Dedicated daemon

- Cons. Setup an extra daemon which need to be monitored to convey some messages
- Pro. Not add more task to ZEBRA layer

Add new ZAPI message

- Pro. Easiest (Base on actual route redistribution) and Fastest solution (no need to code a new bus infrastructure)
- Conf. Add one more message to ZEBRA, but just to pass information between daemon (relay mode)

New paradigm with a dedicated FRR BUS

- Split ZEBRA in 2 parts:
 - Kernel interaction (actual ZEBRA)
 - Communication between daemons (new FRR BUS)

Proposed code

First target: BGP Link State

New set of functions inside Library

- TED (Graph) structure
- TED management (CRUD) including Vertex, Edge & Prefix

New ZAPI messages to redistribute TED information

- Send & receive complete TED
- Register daemon to receive TED update
- Send TED update

Path Computation Algorithms inside Library

In a second step if needed

Thanks

