multi6 WG meeting
August 2, 2004

co-chairs

Brian Carpenter

Kurtis Lindqvist

Agenda

- Administrivia 5 minutes
- Agenda Bashing 5 minutes
- Review WG drafts in progress 60 minutes
  --no presentations, resolve open issues only--
  draft-ietf-multi6-v4-multihoming-01.txt (10 minutes)
  draft-ietf-multi6-things-to-think-about-00.txt (10 minutes)
  draft-ietf-multi6-multihoming-threats-00.txt (20 minutes)
  draft-ietf-multi6-architecture-00.txt (20 minutes)
- Scenarios 5 minutes
  --brief overview--
  draft-palet-multi6-scenarios-00.txt
- Further discussion of next steps to develop 75 minutes
  concrete recommendations for Wedgelayer 3.5 /
  Fat IP approaches and required components

Where are we on the Wedge 3.5/Fat IP layer?

- Agreed as a direction to be developed following the interim meeting
- About 7 drafts (some recently revised) in this area
- Goal is to extract common view of the needed functions and components

Developing the wedge: Proposed design team

- Erik Nordmark (convener)
- Jari Arkko
- Marcelo Bagnulo Braun
- Iljitsch van Beijnum
- Geoff Huston
- Jukka Ylitalo

Draft "mission" for design team

- Refine wedge layer/ layer 3.5 analysis to reach an agreed approach or very small number of approaches) and a list of functions and components needed.
- The goal is to get to a much smaller set of proposals and/or a unified proposal and identify any problems with the unified direction. It is OK to document directions that can be taken to solve it but we cannot go into protocol specifics within the current WG charter.
- Single document for discussion in D.C.

Drafts

- draft-nordmark-multi6-cb64-00.txt
- draft-nordmark-multi6-noid-02.txt
- (draft-nordmark-multi6-sim-01.txt *withdrawn)*
- draft-ylitalo-multi6-wimp-01.txt
- draft-crocker-mast-proposal-01.txt
- draft-nikander-multi6-hip-01.txt
- draft-van-beijnum-multi6-odt-00.txt

Ideas for functional decomposition

- Establish mh session state
- Locator selection for initial contact (both source and destination)
  There are two items here:
  - Path availability. i.e. if packets with a given pair of source and destination address reach the other endpoint
  - Policy: about locator selection
- Path failure detection mechanism / Trigger rehoming
- Locator selection after a failure has been detected / Choose new address pair
- Add/delete addresses
- Execute rehoming
- Delete mh session state
- Identifier discovery mechanism
- Locator discovery mechanism
  - for initial contact
  - once that the communication is established
- Identifier validation mechanism
- Locator validation mechanism
  - at the initial contact
  - once that the communication is established
- Garbage collection

many ideas from marcelo

Questions to start the discussion

- What are common features that we don't need to discuss?
- What are the differentiating features that we do need to discuss?
- What's missing?
  - (that isn't in things-to-think-about)

At the end of this discussion, we launch the design team.


USS Daniel Boone (SSBN-629)