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# **LLDP Between LSVR Routers**



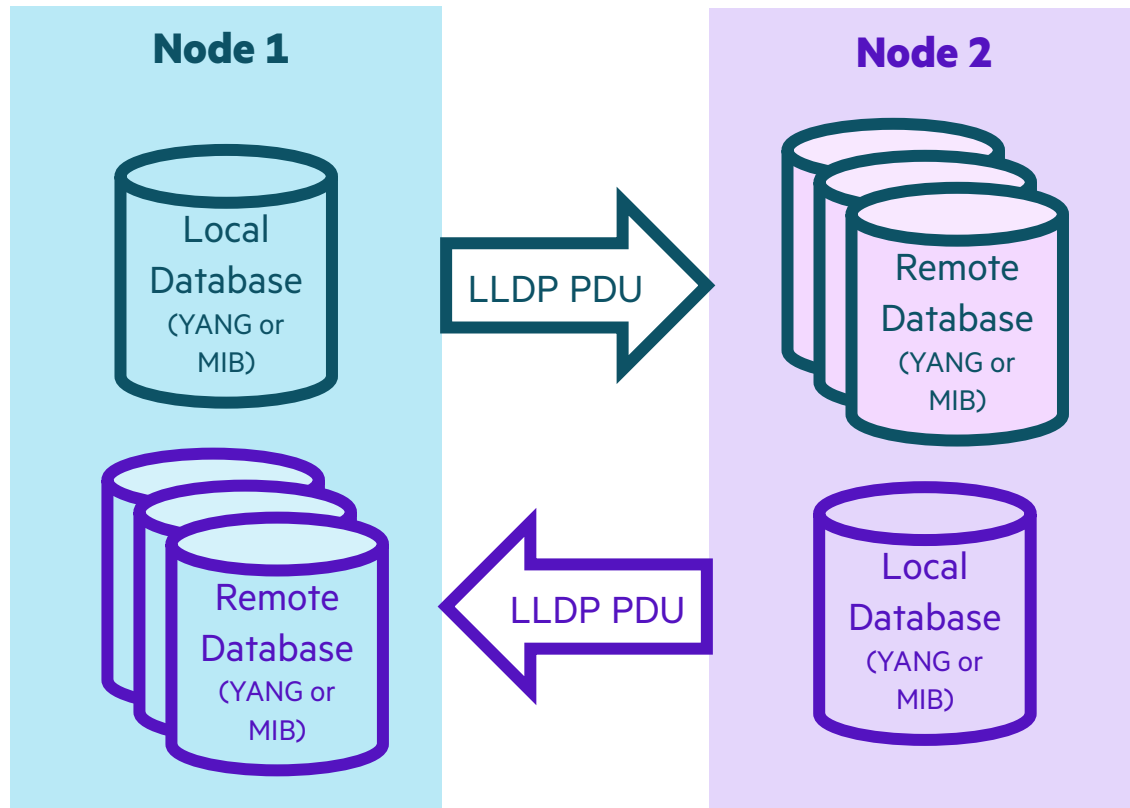
Paul Bottorff

04/28/2025

# Recap

- The IEEE 802.1 WG has sent Liaison Statements (LSs) to the IETF LSVR WG
  - <https://datatracker.ietf.org/liaison/1985/> (2025-03-16)
  - <https://datatracker.ietf.org/liaison/1637/> (2019-03-28)
    - in response to LSVR WG's LS: <https://datatracker.ietf.org/liaison/1621/> (2019-01-10)
  - The IEEE 802.1 LSs suggest the use of decades old, widely deployed Layer 2 (Link Layer) standards specified by IEEE 802.1 instead of the IETF specifying new Layer 2 protocols for the same purpose
    - The Link Layer Discovery Protocol (LLDP) for discovery
    - Continuity Check Messages (CCMs) of Connectivity Fault Management (CFM) for Layer 2 liveliness
- The IEEE 802.1 WG has amended the LLDP standard for the requirements of the IETF LSVR WG
  - **IEEE 802.1ABdh-2021:** IEEE Standard for Local and metropolitan area networks – Station and Media Access Control Connectivity Discovery Amendment 2: **Support for Multiframe Protocol Data Units**
  - <https://standards.ieee.org/ieee/802.1ABdh/7667/>
    - free access via the IEEE Get Program (<https://ieeexplore.ieee.org/browse/standards/get-program/page>)
- LLDP-based contributions to the LSVR WG so far:
  - <https://datatracker.ietf.org/doc/draft-bottorff-lsvr-ldp-tlvs/00/> (2025-04-30)
  - <https://datatracker.ietf.org/doc/draft-congdon-lsvr-ldp-tlvs/00/> (2019-10-22)
  - <https://datatracker.ietf.org/meeting/104/materials/slides-104-lsvr-3-update-ieee-ietf-liaison-response-and-intro-to-ldpv2-proposal-01>
  - <https://datatracker.ietf.org/meeting/105/materials/slides-105-lsvr-2-ieee-ldpv2-update-00>
  - <https://datatracker.ietf.org/meeting/106/materials/slides-106-lsvr-3-update-lsvr-ietf-organizationally-specific-tlvs-for-ieee-std-8021ab-00>
  - <https://datatracker.ietf.org/meeting/106/materials/slides-106-lsvr-4-status-update-lsvr-ieee-p8021abdh-ldpv2-00>

# LLDP is an extremely simple database exchange protocol



- Nodes periodically advertise information from its local database to all of its neighbors in LLDP Protocol Data Units (PDUs)
- Nodes extract the information from the received LLDP PDUs and store it in a remote database for each neighbor
- The databases can be retrieved by a management entity or an application to gather a view on the network topology and the details of network nodes
- LLDP is designed to be easily extendible
  - LLDP PDUs carry TLVs
  - New TLVs can be defined to carry nodal information not yet covered by existing TLVs
  - For instance, IETF can specify new TLVs under IETF IANA OUI

# Applying LLDP to LSVR Discovery and Configuration

- Discovery can be achieved by running LLDP at each LSVR Logical Link Endpoint (LLE)
  - Enabled by using a (to be assigned) Nearest Router Group Address for the LLDP Scope MAC Address
  - The Logical Link Endpoint Identifier (LLEI) is then encoded in the LLDP ChassisID + PortID
- Discovery of L3 and L2.5 encapsulations and addressing can be achieved by using LLDP to advertise a set of LLDP Organizationally Specific TLVs which encode the encapsulation and addressing available at each Logical Link Endpoint
  - LLDP builds a database at each LLE containing all the remote information from each discovered LLE
  - An LSVR LLDP application then determines available Logical Links, compatible encapsulations, and addresses by comparing the information in the local and remote databases at each LLE
- The LSVR LLDP application can use any interface desired to present the information to BGP-SPF
- L3 liveness can be enabled using Organizationally Specific TLVs
- L2 liveness can be supported using both the LLDP time-to-live and Connectivity Fault Management (CFM)
  - LLDP always provides time-to-live for each element of the remote database using the LLDP Time-To-Live TLV
  - CFM (IEEE Std 802.1Q cl 18-22) Connectivity Check Messages (CCMs) can be used for fast link failure detection
- LLDP can communicate the parameters for BGP (and other) protocols using Organizationally Specific TLVs
  - I-D.acee-idr-lldp-peer-discovery specifies LLDP configuration TLVs for BGP
- LLDP can be secured using the MACsec (IEEE Std 802.1AE)



# LLDP IETF Organizationally Specific TLVs for LSVR

```

 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
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
| Type=127      |      Length      |      OUI = 00-00-5E      ~
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
~              | Subtype = xx | LsvrType = e | LSVR Info      ~
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
~                               more ...                               ~
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

- Type = 127: designates this as an Organizationally Specific TLV
- Length: is the total length starting after the length field. The length is from 5-511.
- Organizationally Unique Identifier (OUI): IETF IANA OUI from RFC 7042. Value 00-00-5E
- Subtype = xx: To be determined by IANA for LSVR (refer to I-D.acee-idr-lldp-peer-discovery)
- LsvrType = e: The LSVR TLV type
- LSVR Infor: The LSVR information field



# Summary

- LLDP (IEEE Std 802.1AB) is a mature, tested, and widely implemented protocol
- The IEEE has enhanced Classic LLDP through amendments supporting:
  - Large database sizes (IEEE Std 802.1ABdh-2021)
  - Modern YANG data models (IEEE Std 802.1ABcu-2021)
- The LLDP protocol is capable of addressing the LSVR discovery and configuration requirements
- Additional L2 liveliness support can be obtained by using Connectivity Fault Management (IEEE Std 802.1Q cl 18-22) Connectivity Check Messages (CCMs)
- LLDP-based contributions to the LSVR WG so far:
  - <https://datatracker.ietf.org/doc/draft-bottorff-lsvr-lldp-tlvs/00/> (2025-04-30)
  - <https://datatracker.ietf.org/doc/draft-congdon-lsvr-lldp-tlvs/00/> (2019-10-22)
  - <https://datatracker.ietf.org/meeting/104/materials/slides-104-lsvr-3-update-ieee-ietf-liaison-response-and-intro-to-lldpv2-proposal-01>
  - <https://datatracker.ietf.org/meeting/105/materials/slides-105-lsvr-2-ieee-lldpv2-update-00>
  - <https://datatracker.ietf.org/meeting/106/materials/slides-106-lsvr-3-update-lsvr-ietf-organizationally-specific-tlvs-for-ieee-std-8021ab-00>
  - <https://datatracker.ietf.org/meeting/106/materials/slides-106-lsvr-4-status-update-lsvr-ieee-p8021abdh-lldpv2-00>
- The IEEE 802.1 suggests the use of LLDP rather than IETF specifying a new Layer 2 protocols for the same purpose



# Thank You

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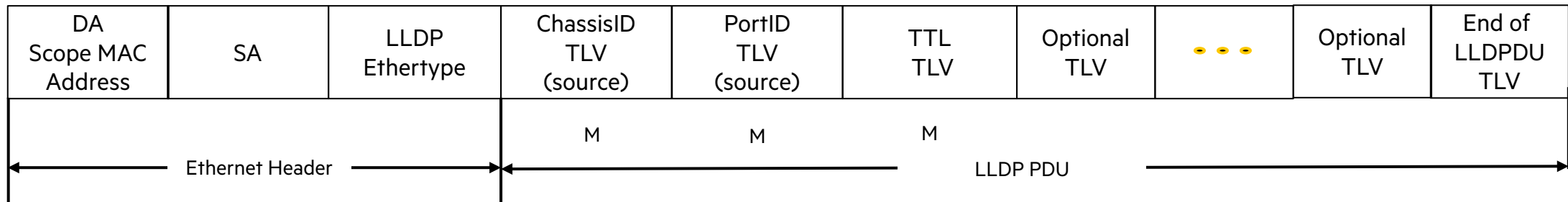


# Backup

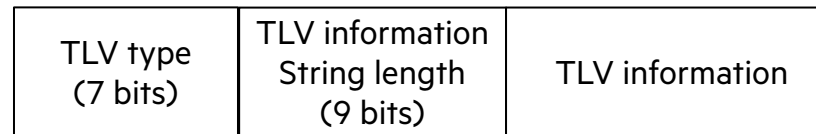
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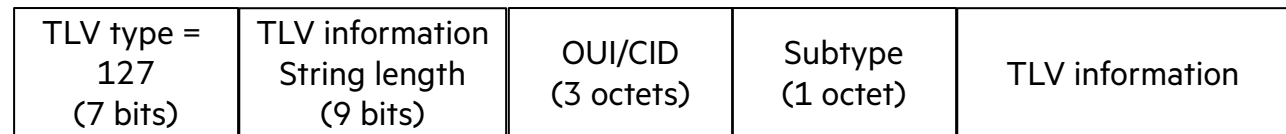
# Classic LLDP single frame format (IEEE Std 802.1AB-2016)



## LLDP TLV Format

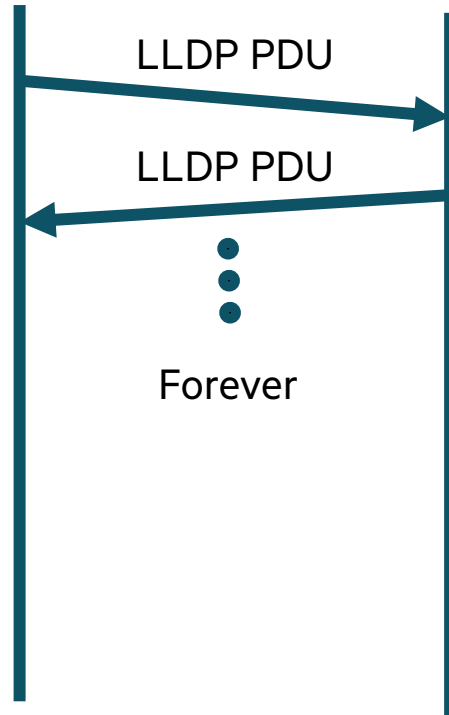


## LLDP Organizationally Specific TLV Format



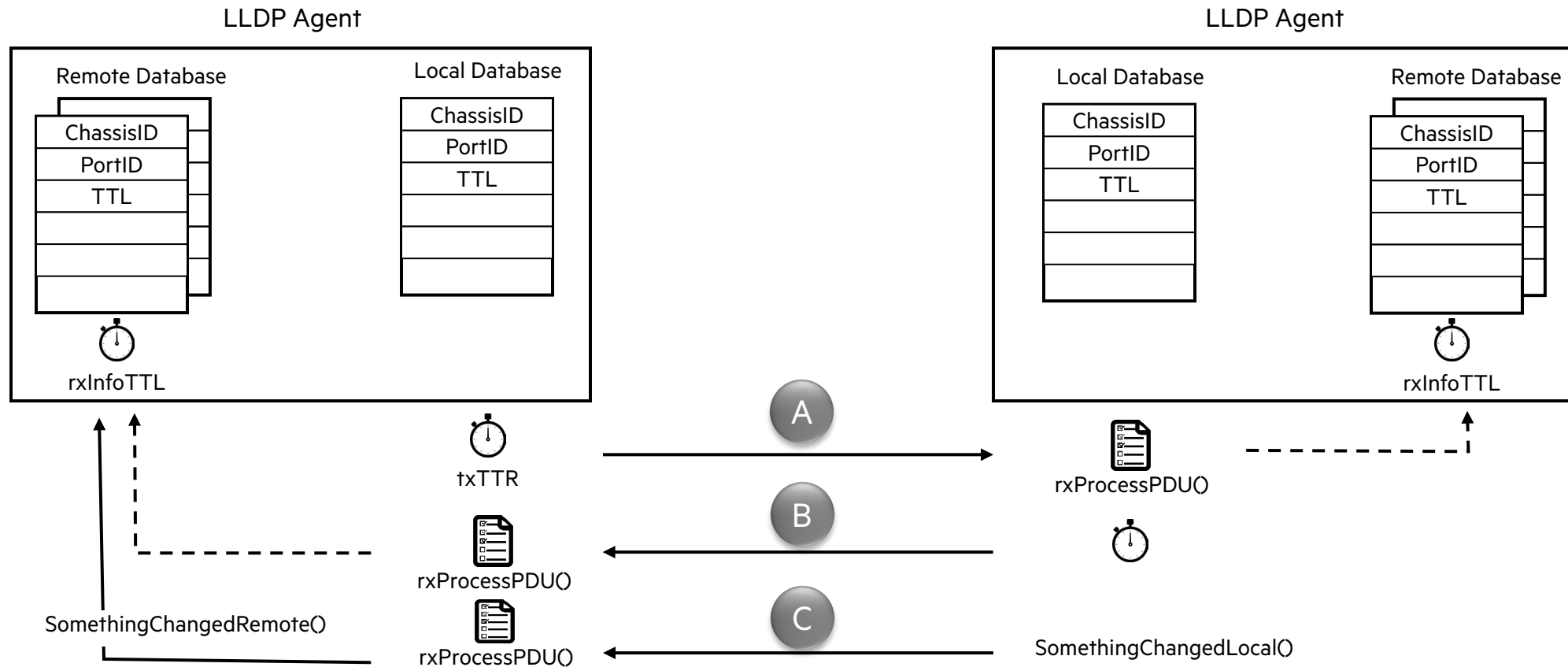
- The Scope MAC Address of the single frame Normal LLDPDU determines the limits of propagation of LLDPDUs. It can be the:
  - Nearest bridge group address, nearest customer bridge group address, nearest non-TPMR bridge group address
  - Also, the standard allows any group MAC address or any individual MAC address
- Each LLDPDU includes three mandatory TLVs which are the ChassisID, PortID, and Time To Live TLV
  - ChassisID provides a unique system identifier, i.e. MAC Address, IP Address, other management identifier
  - PortID provides a unique identifier for the interface (or sub-interface) within the system, i.e. IfIndex, Port Number
  - Time To Live provide duration the LLDPDU is valid
- Optional TLVs contain further information
  - An 802.1ABdh Manifest TLV can be used to extend the database size up adding up to 83 additional frames of TLVs

## Classic LLDP ladder: (802.1AB-2016)



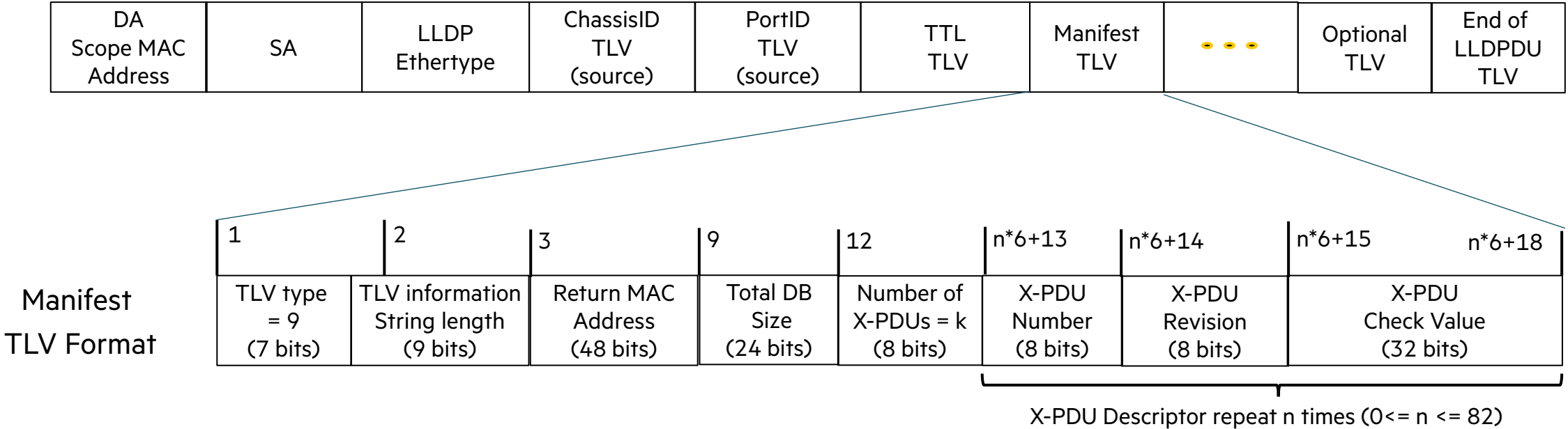
- Each LLDP PDU is transmitted to a destination MAC address called the Scope MAC Address, typically a group address that determines where the LLDP data bases reside.
- Each LLDP PDU is a single frame containing the TLVs which encode the LLDP information from the sender
- Every LLDPDU repeats all the sender's current information (in TLVs)
- LLDP PDU transmissions repeat at an average rate (default 30 seconds)
- Whenever a new device enters the network or when any change occurs in the content of the LLDPDU a series of fast LLDPDU transmissions occurs (default 4 LLDPDU spaced every second)

# Classic LLDP single frame operation (IEEE Std 802.1AB-2016)



- A B Each port periodically advertises its local LLDP database
- A B On receipt of an LLDP advertisement, LLDP updates the remote database for the sender
- C When something changes in the local database LLDP immediately transmits and updates

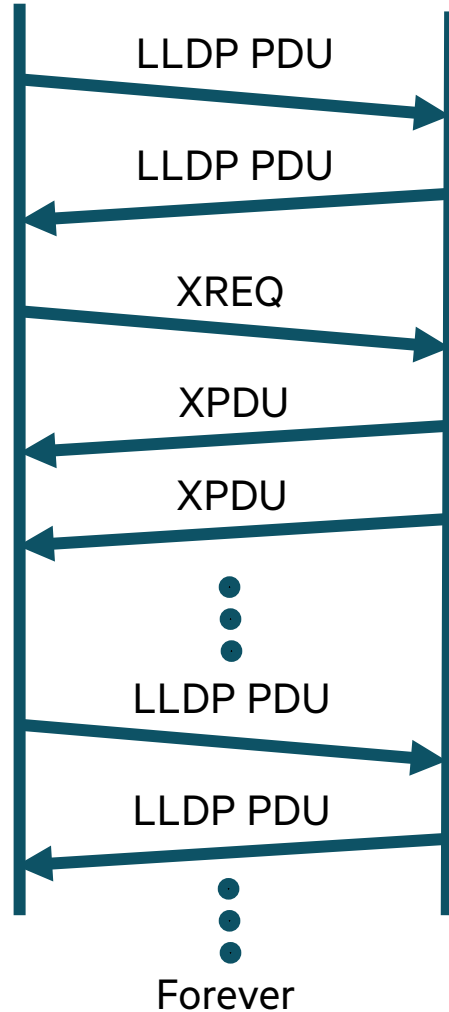
# A Manifest TLV is used to extend the LLDP database (IEEE Std 802.1ABdh)



- Here the LLDPDU contains a Manifest TLV indicating an extended LLDP database
- The Manifest TLV specifies up to 83 extension XPDUs each containing LLDP TLVs
- Each of the extension XPDUs are requested using a unicast extension request XREQ
- Since the manifest contains a digest of each extension TLV the receiver can decide which if any extension TLV have changed. If none have changed then none need to be requested.
- Since the receiver controls the rate of XPDU transmissions it can manage congestion at input buffers.

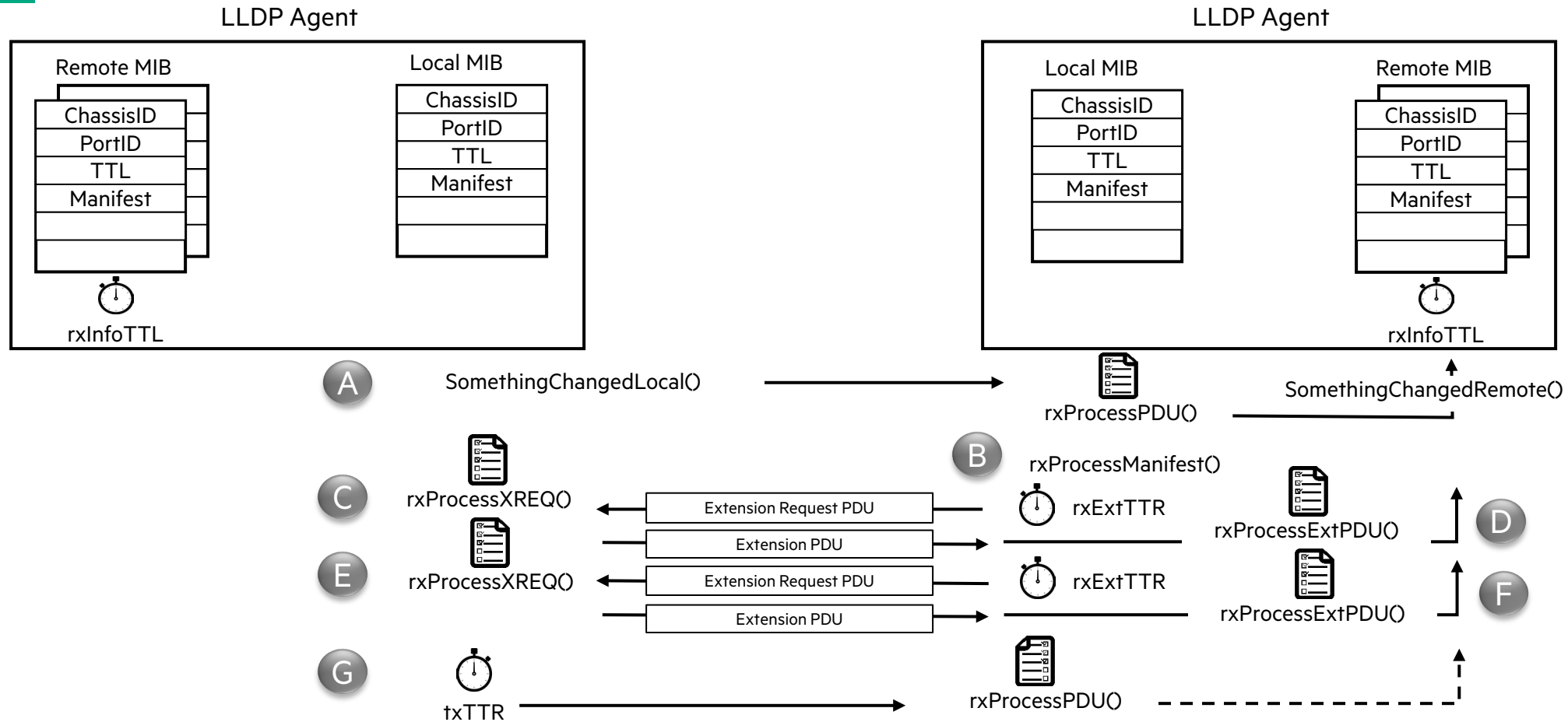


## Extended LLDP (multi-frame) ladder: (802.1ABdh-2021)



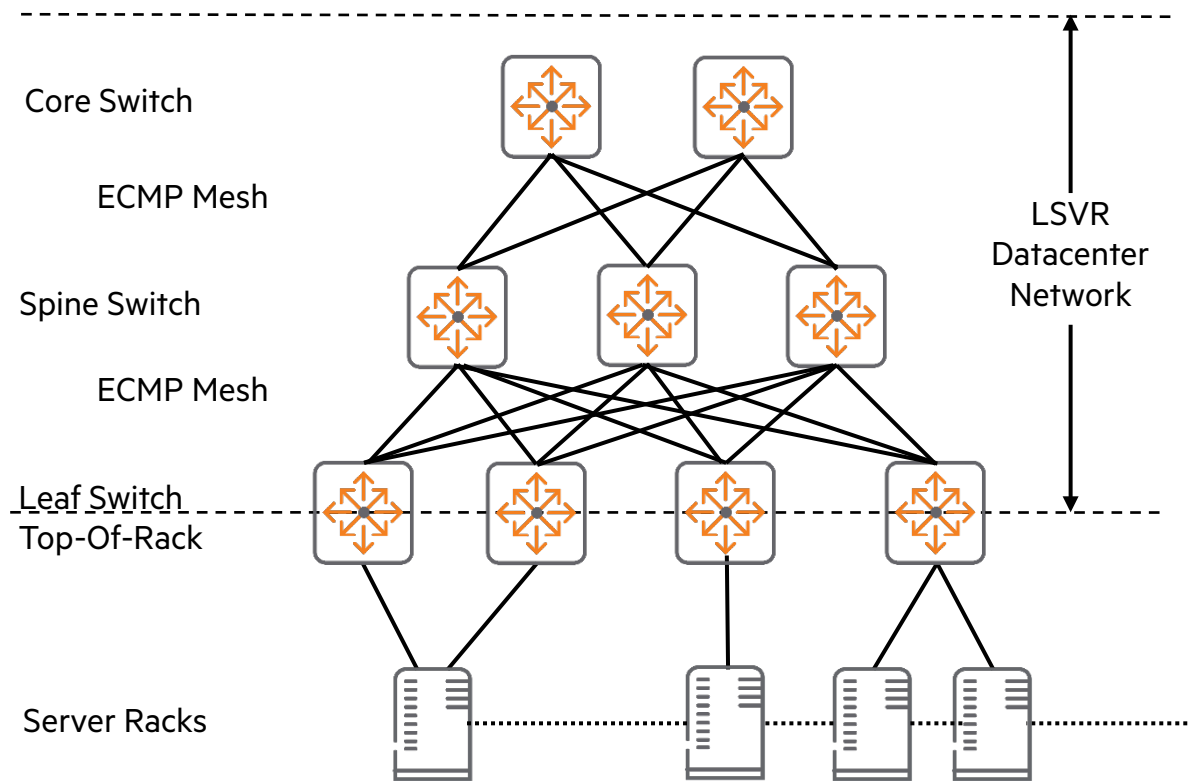
- Each Normal LLDP PDU is a single frame transmitted to the Scope MAC Address, exactly the same as classic LLDP
- The Normal LLDP PDU for extended LLDP is backward compatible with Classic LLDP (802.1AB-2016)
- LLDP is extended by adding a Manifest TLV to the Normal LLDP PDU describing all extension XPDUs
- Each XPDU contains LLDP TLVs which extend the size of the LLDP database
- The receiver of a Normal LLDPDU containing a Manifest TLV makes requests for those XPDUs that are out of date from the receiver's database.
- Requests for XPDUs and XPDU transmissions are unicast transmissions
- The receiver can control the rate of XPDU transmission based on its processing rate and available resources.

# Extended LLDP Operation (IEEE 802.1ABdh-2021)



- Send LLDPDU as specified when periodically and whenever something changes
- Only send extension LLDPDU when explicitly requested by a XREQ
- Only issue XREQ when manifest shows the local copy is out of date

# Datacenter Network Using LSVR

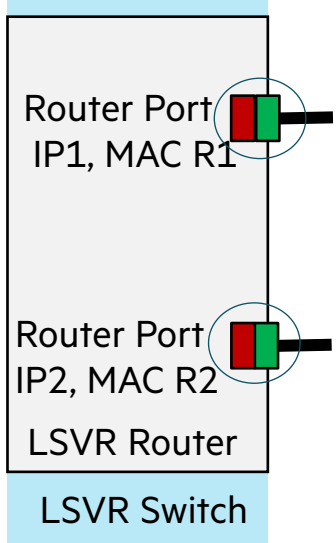


- Most datacenters are configured as 2-3 layer Clos networks using ECMP for distribution over the mesh and IEEE Std 802.1AX link aggregation for server attachment.
- Typically these networks provide an IPv4/IPv6 topology organized with ToR and Spine switches within Pods (around 8-128 racks)
- Servers at the network edge manage virtual and tenant networks which are encapsulated into the IP packets for transmission over the data center
- The orchestrator controls the creation of the virtual and tenant networks along with coupling to services

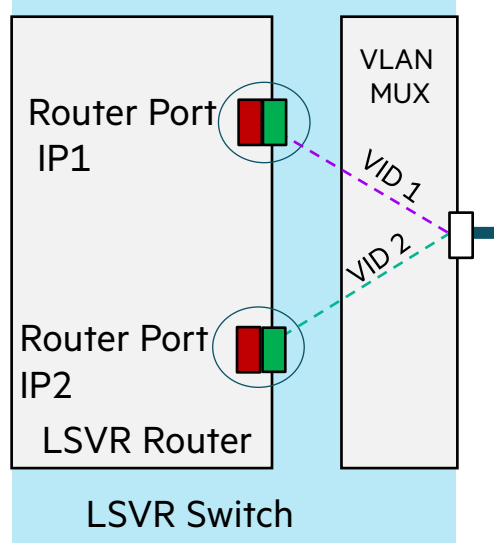
# Router Interface Configurations

□ Port    ■ MAC with Address    ■ IP with Address

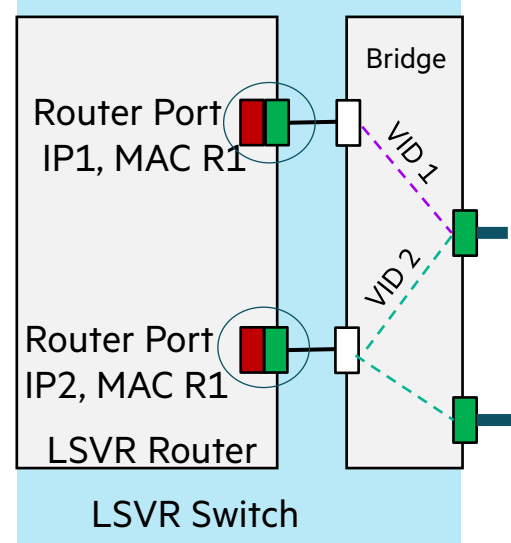
Router Simple  
Interfaces



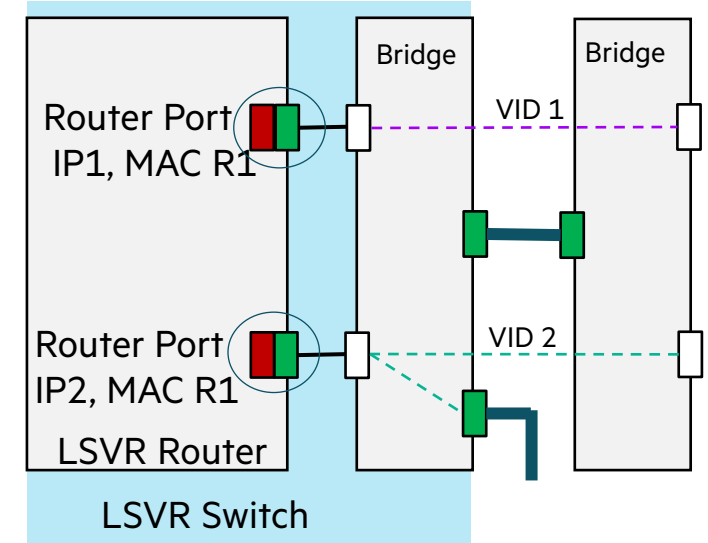
Router  
Subinterfaces



Router Switched  
Virtual Interfaces (SVIs)

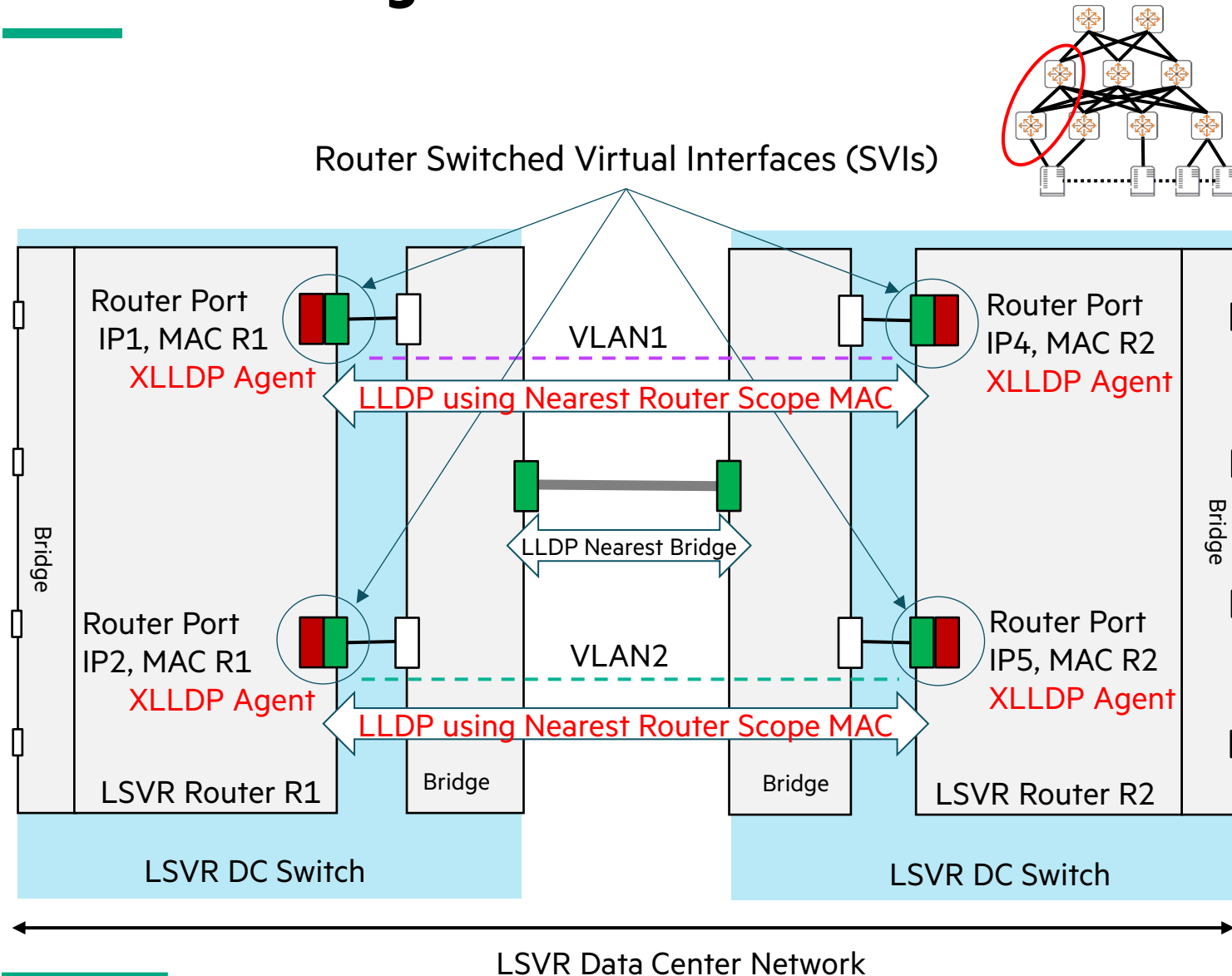


Router Switched Virtual  
Interfaces (SVIs) + External Bridge

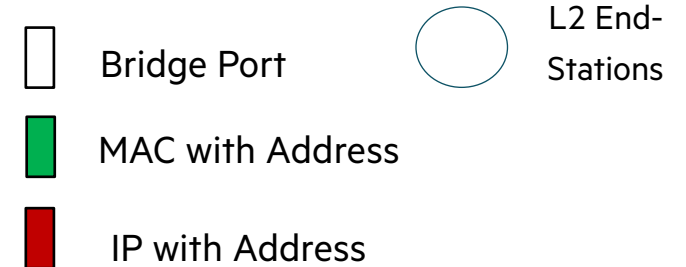


- Three distinct types of router interfaces are possible. These are:
  - Simple interface where the router has a direct attachment to a physical MAC port
  - Subinterfaces where multiple router interfaces share a MAC through a VLAN multiplexer
  - Switched Virtual Interfaces (SVIs) where multiple router interfaces have a virtual MAC connected to an internal bridge
- Any of the three router interface types can also be attached to other routers through an external bridge

# LLDP addressing for data center switch



- Router Switched Virtual Interfaces (SVIs) each have MAC and IP addresses.
- VLANs are coupled to router SVIs by the bridging layer of the switch.
- LLDP can be extended between SVIs by using a “Nearest Router Multicast Address” for the LLDP destination address (Scope MAC Address).
- The Nearest Router Multicast Address must not be one of the bridge reserved addresses.
- The router SVIs subscribe to the Nearest Router Multicast Address, however it passes through the bridge layer as an ordinary multicast which is contained in a VLAN.
- Non-LSVR End Stations disregard the Nearest Router Multicast since they are not subscribed.
- The Nearest Router Multicast becomes a reserved address for routers.
- Router directly attached to tagged and untagged (subinterfaces) physical ports (no bridge layer) can use the same addressing mechanism.
- Nearest Router Multicast also works if there are bridges between the routers.



# **LLDP ChassisID + PortID = L3DL Logical Link Endpoint Identifier (LLEI)**

Chassis ID TLV Format

|                             |                                              |                                   |                              |
|-----------------------------|----------------------------------------------|-----------------------------------|------------------------------|
| TLV type =<br>1<br>(7 bits) | TLV information<br>String length<br>(9 bits) | Chassis ID<br>subtype<br>(8 bits) | Chassis ID<br>(1-255 octets) |
|-----------------------------|----------------------------------------------|-----------------------------------|------------------------------|

Port ID TLV Format

|                             |                                              |                                |                           |
|-----------------------------|----------------------------------------------|--------------------------------|---------------------------|
| TLV type =<br>2<br>(7 bits) | TLV information<br>String length<br>(9 bits) | Port ID<br>subtype<br>(8 bits) | Port ID<br>(1-255 octets) |
|-----------------------------|----------------------------------------------|--------------------------------|---------------------------|

- The Chassis ID and Port ID are the first two TLVs in all LLDP PDUs (frames). They identify the data base element this LLDP PDU is associated with.
- The ChassisID provides a unique system identifier which can be a MAC address, any IANA network address (such as an NSAP, IP, etc), a management identifier, or any locally defined string identifier.
- The PortID provides a unique identifier for the interface within the system which can be an IfIndex, a port number, or any locally defined string identifier.
- Together the ChassisID+PortID are the same function as the L3dl Logical Link Endpoint Identifier (LLEI)



# LLDP uses periodic LLDPDU transmissions to assure liveliness

Time To Live TLV format

|                             |                                                |                                  |
|-----------------------------|------------------------------------------------|----------------------------------|
| TLV type =<br>3<br>(7 bits) | TLV information<br>String length=2<br>(9 bits) | Time to live (TTL)<br>(2 octets) |
|-----------------------------|------------------------------------------------|----------------------------------|

- Periodic transmissions can be set at 1-3600 seconds intervals.
  - Default is 30 seconds.
- The LLDP data base is invalid and discarded if a periodic transmission is not received within the time to live interval.
  - Default is 4 transmission times.
- A 0 time to live invalidates the database immediately.
- To duplicate with I3dl operation the periodic transmissions can be set to 10 seconds (same as I3dl) and the TTL can be set to 3 transmission times.

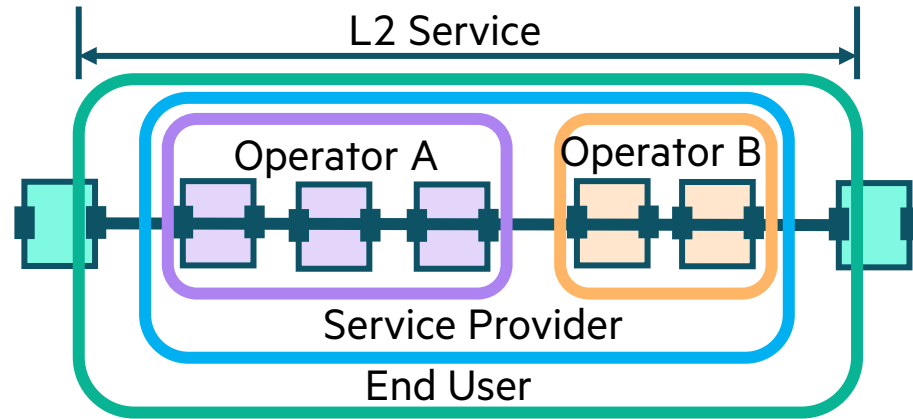


# Connectivity Fault Management (CFM)

- Currently standardized in IEEE Std 802.1Q-2022 Clauses 18-22
- Originally published as amendment IEEE Std 802.1Qag-2007
- Family of protocols that provides capabilities to detect, verify, isolate, and report end-to-end Ethernet connectivity faults
- Employs regular Ethernet frames that travel in-band with the customer traffic
- Devices that cannot interpret CFM Messages forward them as normal data frames
- CFM frames are distinguished by Ether-Type (0x8902) and DA address (for multicast messages)
- Features
  - Nested Maintenance Domains (MDs) that break up the responsibilities for network administration of a given end-to-end service
  - Maintenance Associations (MAs) that monitor service instances under a given MD
  - Maintenance Points (MPs) that generate and respond to CFM Protocol Data Units (PDUs)
  - Protocols (Continuity Check, Loopback, and Linktrace) used for Fault Management activities

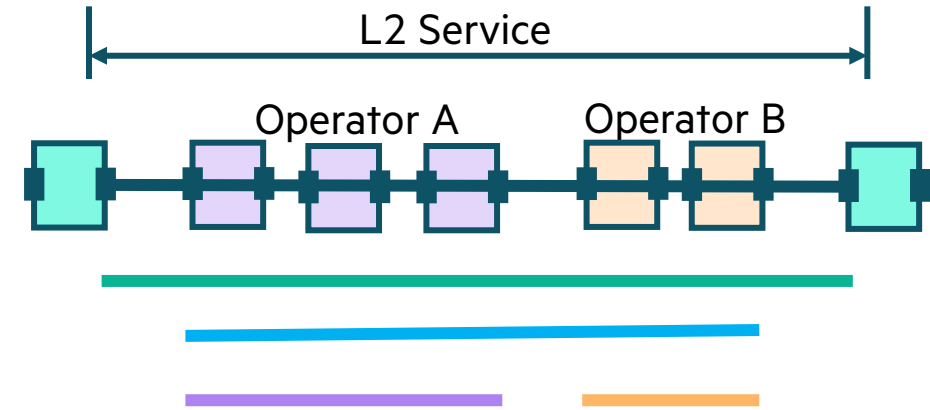


# Connectivity Fault Management (CFM) Basic Concepts (802.1Q cl 18-21)



## Maintenance Domains (MDs)

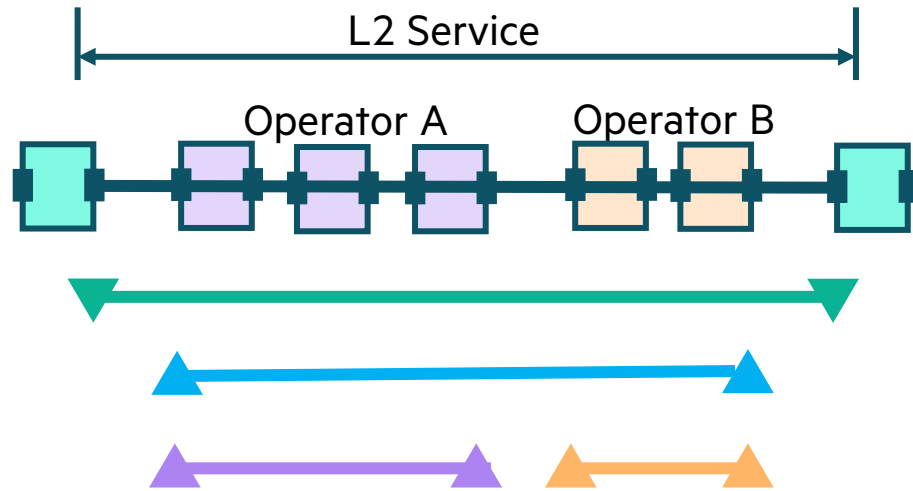
- Defined by Operational/Contractual Boundaries, such as Customer/Service Provider/Operator
- MD may nest and touch, but never intersect
- Up to eight levels of "nesting": MD Level (0..7) - the higher the level, the broader its reach
- MD Name Format: null, MAC address, DNS or string-based



## Maintenance Associations (MAs)

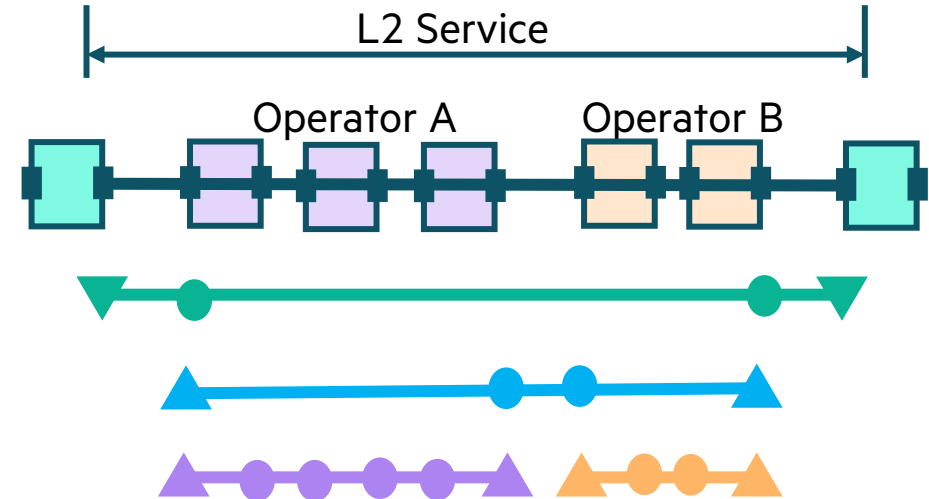
- Monitors connectivity of a particular service instance in a given MD, such as one service that traverses four MDs = four MAs
- Defined by a set of Maintenance End Points (MEPs) at the edge of a domain
- Identified by MAID - "Short MA" Name + MD Name
- Short MA Name Format - Vlan-ID, VPN-ID, integer or string-based

# Connectivity Fault Management (CFM) Basic Concepts



## Maintenance End Points (MEPs) ▼▲

- Maintenance Association End Point
- Define the boundaries of an MD
- Support the detection of connectivity failures between any pair of MEPs in an MA
- Associated per MA and identified by a MEPID (1-8191)
- Can initiate and respond to CFM PDUs



## Maintenance Intermediate Points (MIPs) ●

- Maintenance Domain Intermediate Point (MIP)
- Supports the discovery of paths among MEPs and location of faults along those paths
- Can be associated per MD and VLAN/EVC (manually or automatically created)
- Can add, check, and respond to received CFM PDUs





# LSVR Encapsulation Types and Addressing TLVs

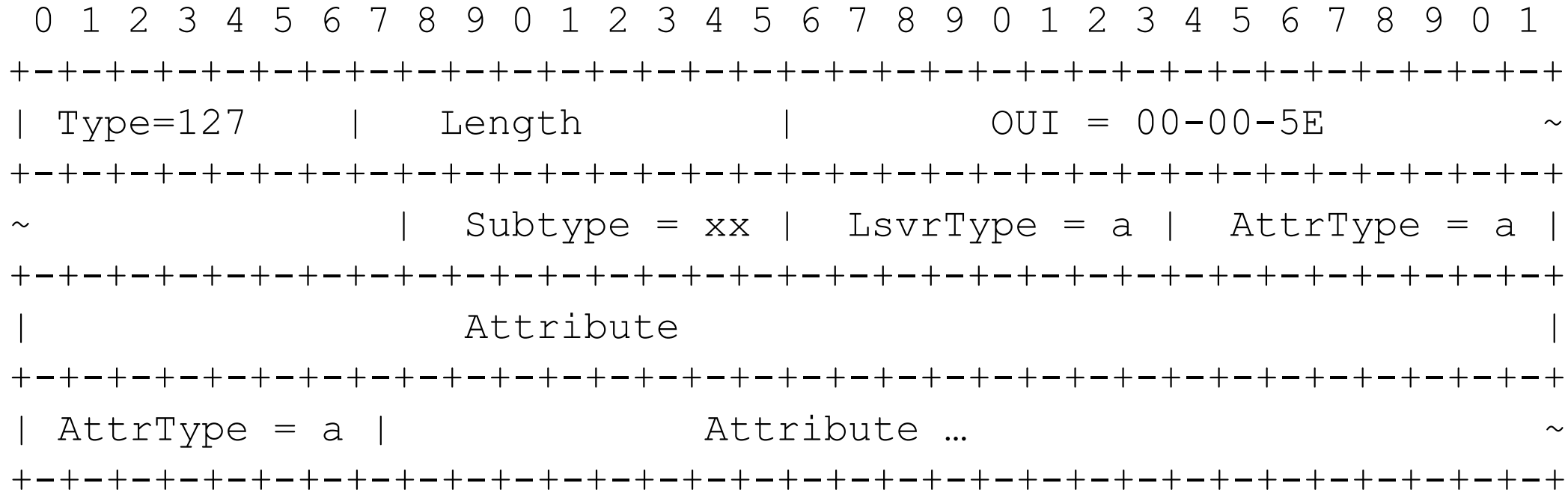
```

 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
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
| Type=127      |      Length      |      OUI = 00-00-5E      ~
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
~              | Subtype = xx | LsvrType = e | Encapsulation ~
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
~      List ...              ~
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

- Each encapsulation includes flags indicating primary, underlay/overlay, loopback
- The encapsulation subtypes are:
  - LsvrType = 1: IPv4 encapsulation list each with flags, IPv4 address, prefix length
  - LsvrType = 2: IPv6 encapsulation list each with flags, IPv6 address, prefix length
  - LsvrType = 3: MPLS IPv4 encapsulation list each with flags, label list, IPv4 address + prefix length list
  - LsvrType = 4: MPLS IPv6 encapsulation list each with flags, label list, IPv6 address + prefix length list



# Upper-Layer Protocol Configuration TLV



- Upper layer protocol configuration information LsvrType = 5 and Attribute types:

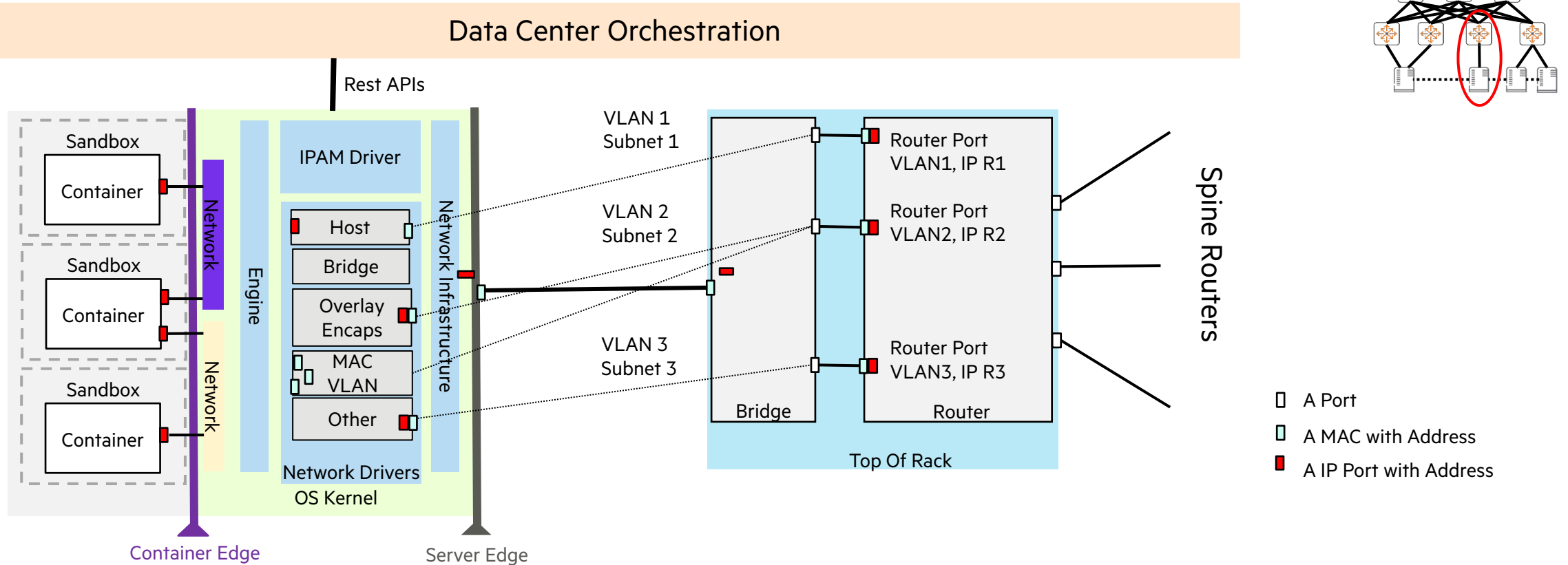
- AttrType = 1: BGP ASN
- AttrType = 2 : BGP IPv4 Peering Address
- AttrType = 3 : BGP IPv6 Peering Address
- AttrType = 4 : BGP Authentication Data
- AttrType = 5: Misc Flags, Bit 0: GTSM, Bit 1: BFD, Bit 2-15 reserved (must be 0)

# Chassis ID:

| subtype | Basis             | reference                                  |
|---------|-------------------|--------------------------------------------|
| 0       | Reserved          | -                                          |
| 1       | Chassis component | EntPhysicalAlias (RFC 6933)                |
| 2       | Interface alias   | IfAlias (RFC 2863)                         |
| 3       | Port component    | EntPhysicalAlias (RFC 6933)                |
| 4       | MAC address       | MAC address (IEEE Std 802)                 |
| 5       | Network address   | IP address string, first octet IANA family |
| 6       | Interface name    | ifName (RFC 2863)                          |
| 7       | Locally assigned  | Alpha-numeric string, local assigned       |
| 8-255   | Reserved          | -                                          |

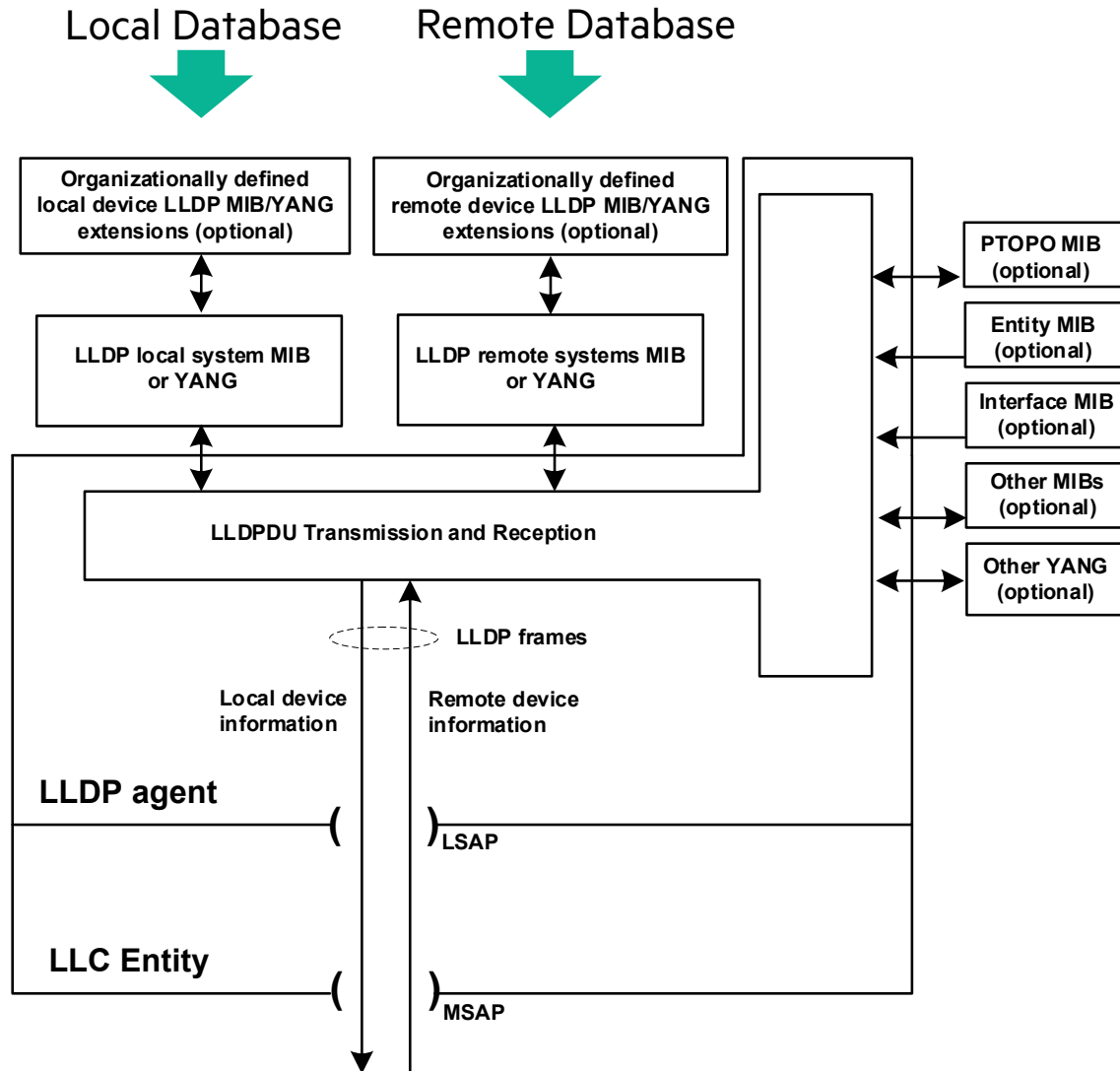


# Server Network Interfaces – Containers (i.e. Docker)



- Container Solutions use Linux Namespaces and Groups to isolate containers
- These solutions provide a variety of network connections, overlays for large scale datacenters
- DC network is a simple IP network. Scaling L3 encapsulations with Network Virtualization Edge like procedures

# LLDP is an extremely simple database exchange protocol



- LLDP starts with a local database which it advertises in a single frame LLDPDU using a Scope MAC Address as the L2 destination.
- The Scope MAC Address determines the extent of the LLDPDU propagation.
- LLDP advertisements are received and stored at each LLDP port listening to the corresponding Scope MAC Address.
- The LLDP receivers build a remote database containing the advertised information from each LLDP transmitter.
- LLDP transmitters are identified by a Chassis ID and Port ID encoded in each LLDPDU
- LLDP transmitters advertise their local database periodically to maintain liveliness