



# MPLS: Ten Years After

MPLScon 2006  
May 25, 2006

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## Speaker Biography

**George Swallow, a Cisco Distinguished Engineer, is also a Co-Chair of the IETF's Working Group on MPLS. At Cisco, he is a member of the architecture team for label switching. He defined Cisco's architecture for applying MPLS to the problem of traffic engineering and fast reroute. Recently he has been involved in point to multi-point traffic engineering and in developing means of monitoring and diagnosing MPLS networks and MPLS based network applications.**



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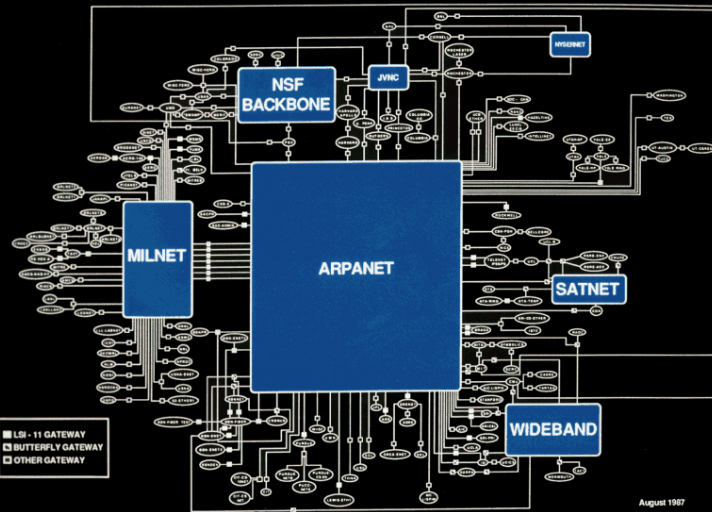
## Agenda

- **What led to MPLS?**
  - Some History
- **What made MPLS successful?**
  - Architecture
  - Layer Convergence
  - Service Convergence
- **What's hot in MPLS?**
- **Where is MPLS going?**
- **Summary**

## Some History



## The Internet: August 1987

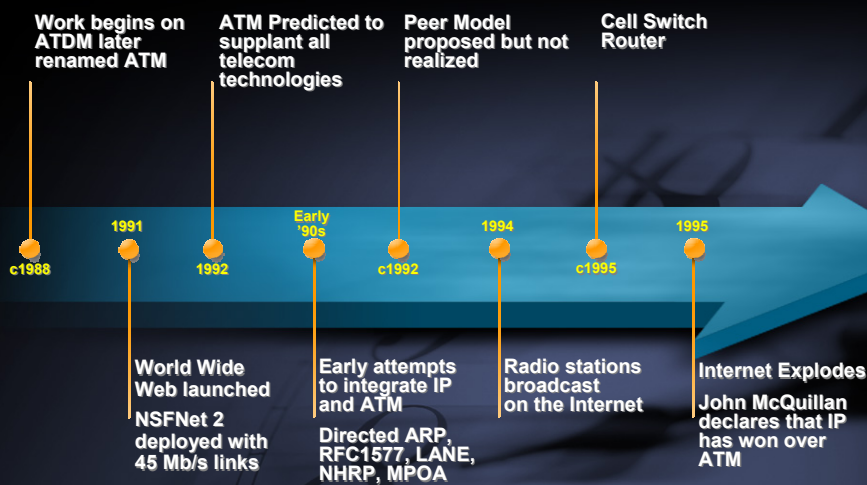


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## Events on the road to MPLS



## 1996 - The Pivotal Year

### 35th IETF, March 4-8, Los Angeles

- Ipsilon announces their flow based Cell Switch
- Yakov Rekhter immediately reacts  
“Great idea but make it frames, not cells; NLRI, not flows.”

### Spring & Summer

- Tag switching and Traffic Engineering architectures

### Fall

- Tag switching BoFs held at MIT and 37th IETF

### January '97

- MPLS Working Group formed

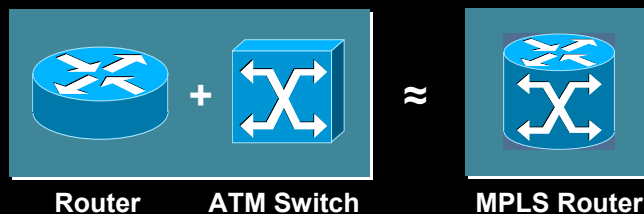
## Architecture



## Label Switching Motivation

- Simplify integration of ATM and IP
- Offer both ATM & native IP services in a single network
- Offer benefits of traditionally found only in Level 2 networks directly to IP
  - Traffic Engineering, VPNs (Light-weight tunnels)
- Address major network scalability challenges
- Permit graceful evolution of routing & services

## Label Switching: Fusing Routing and Switching



- **Combining:**
  - Layer 3 routing - scalability and flexibility
  - Layer 2 switching - high performance and traffic management

## MPLS Components

- **Control components**

IP based

Various applications can directly manipulate label bindings

- **Forwarding component**

Simple label-swapping paradigm

- **Separation allows flexibility**

Traffic Engineering

Differentiated Services

Unicast Routing

Virtual Private Networks

Pseudo-wires

Efficient lookup and forwarding

Per-Label Forwarding, Queuing, and Multicast Mechanisms



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## Forwarding Component

- **Simple efficient forwarding**
- **Label lookup determines**
  - Label operation
  - Queue
  - Drop priority
- **Observation:** forwarding algorithm is independent of control module



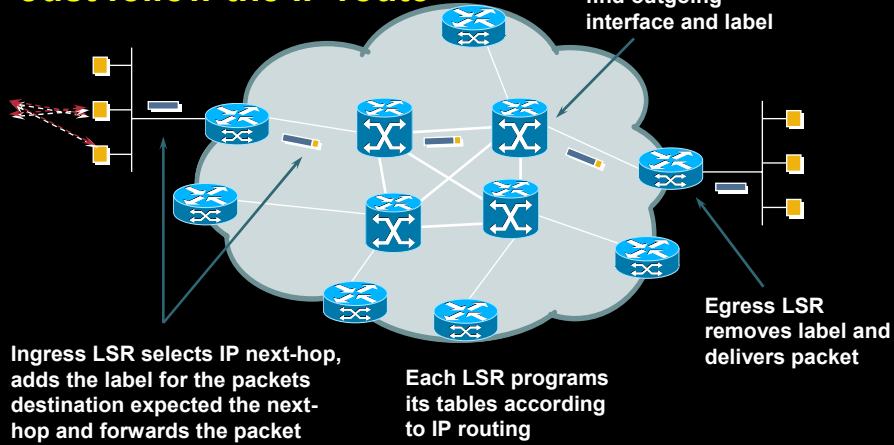
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## Unicast Forwarding

Keep it simple!  
Just follow the IP route



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## Label Semantics

- Fine or coarse grained
- Unicast or multicast
- Explicit or implicit route
- VPN identifier

	<i>Coarse</i>	<i>Medium</i>	<i>Fine</i>
<b>Implicit</b>	Unicast Routing	Differential Services	RSVP
<b>Explicit</b>	Fast Reroute	Traffic Engineering	QoS Routing

Loose semantics create flexible control

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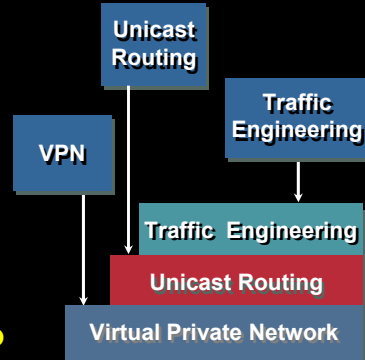
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## Label Stack

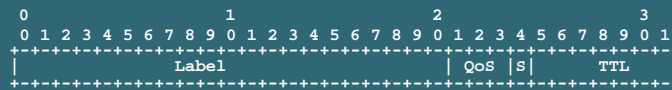
- Arbitrary number of labels
- Simple Label Stack Operations
  - Push- add a label to the stack
  - Swap - replace the top label
  - Pop - remove the top label
- **Allows multiple control planes to act on a packet**
- **Eases the integration of applications**



## Media Independence / Protocol Co-existence

### Frame Encapsulation

- POS, HDLC, Ethernet, PPP
- Other protocols (including IP) can share link
- Contains everything needed at forwarding time



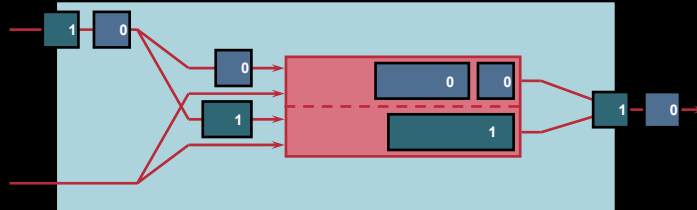
QoS = Quality of Service

S = Stack Bit

TTL = Time to Live



## Quality of Service

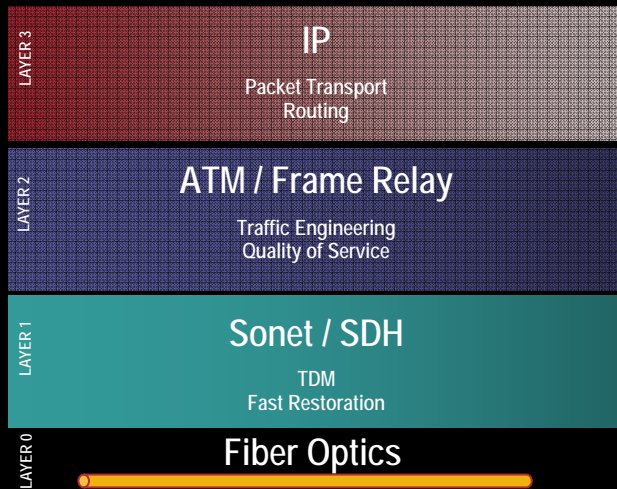


- **Packets are marked with precedence:**  
MPLS Label plus 3 QoS bits determine queue
- Each class gets assigned service weight (WFQ: can be treated as a guaranteed bandwidth, or a priority)
- Solves the fine grained packet classification problem  
Classification done once at edge of network

## Layer Convergence



## IP Service Provider Layers circa 1996



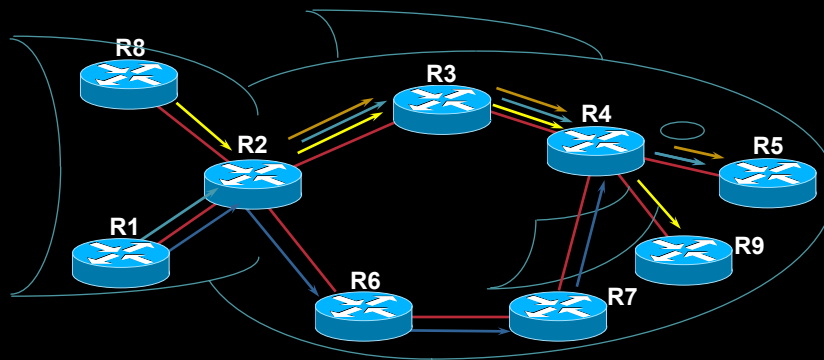
- Limited bandwidth availability
- Multiple networks
- Dedicated crafts personnel

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## A Traffic Engineering Tunnel



Flow R8 → R9

Flow R2 → R5

Flow R1 → R5

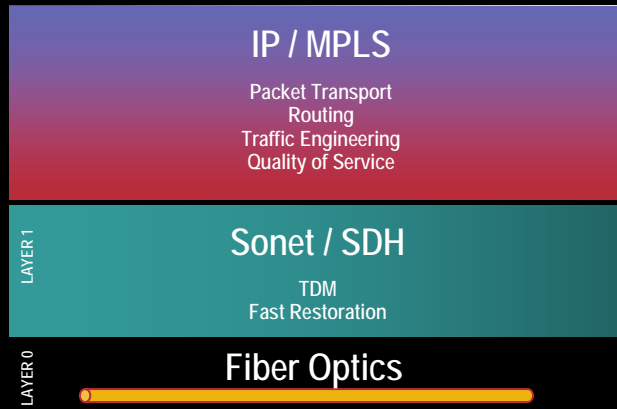
Tunneled Flow: R1 → R2 → R6 → R7 → R4 → R5

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## IP Service Provider Layers circa 1999



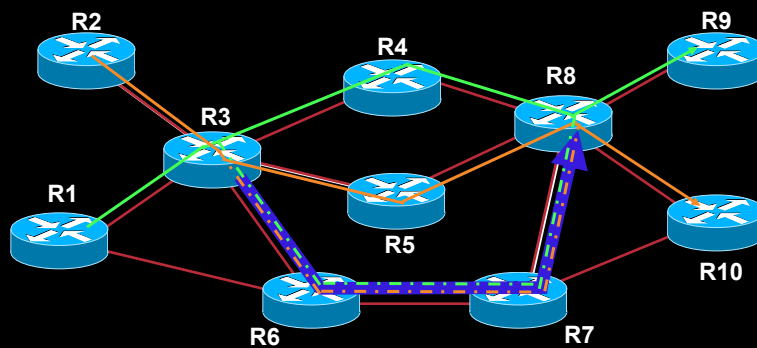
- MPLS Traffic Engineering eliminates need for a separate layer 2 network
- (Cheaper bandwidth had a lot to do with it too!)

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## Fast Restoration



Bypass Tunnel

Primary Paths

Backup Paths

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# Next Generation Network Core

## IP / MPLS

Packet Transport  
Routing  
Traffic Engineering  
Quality of Service  
Fast Restoration

LAYER 0

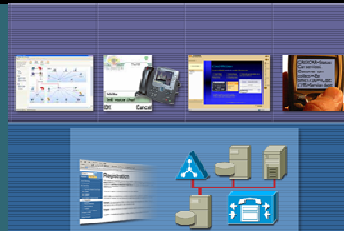
Optical Layer



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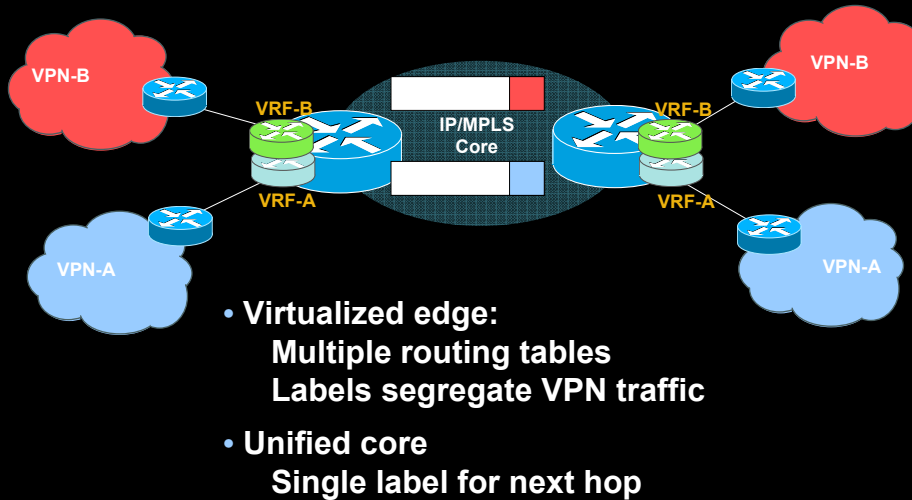
# Service Convergence



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## Virtualization: MPLS VPNs



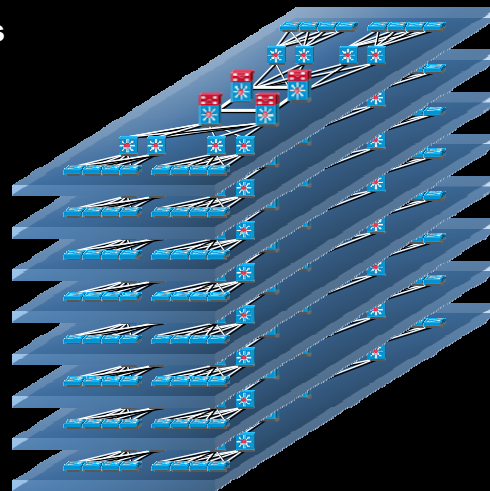
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## Resource Virtualization Logically Separate, Physically Consolidated

- An Architecture that scales
- An Infrastructure that dynamically adapts
- A network that partitions and consolidates resources
- An environment which is flexible and manageable



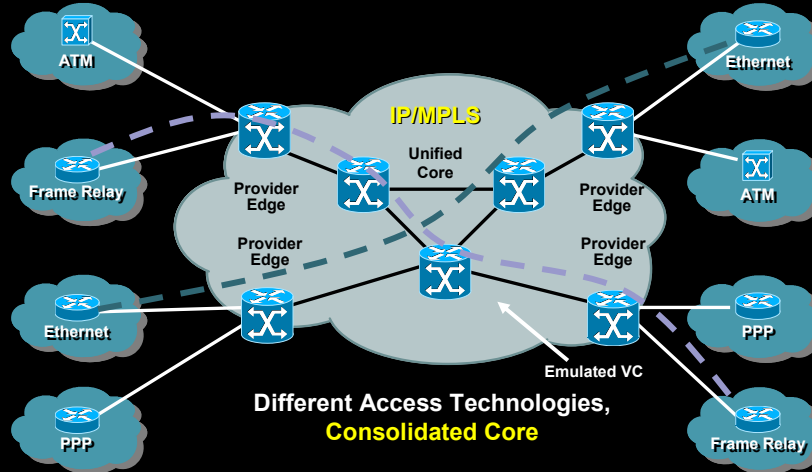
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# MPLS Pseudowires

## Convergence for "Legacy" Technologies

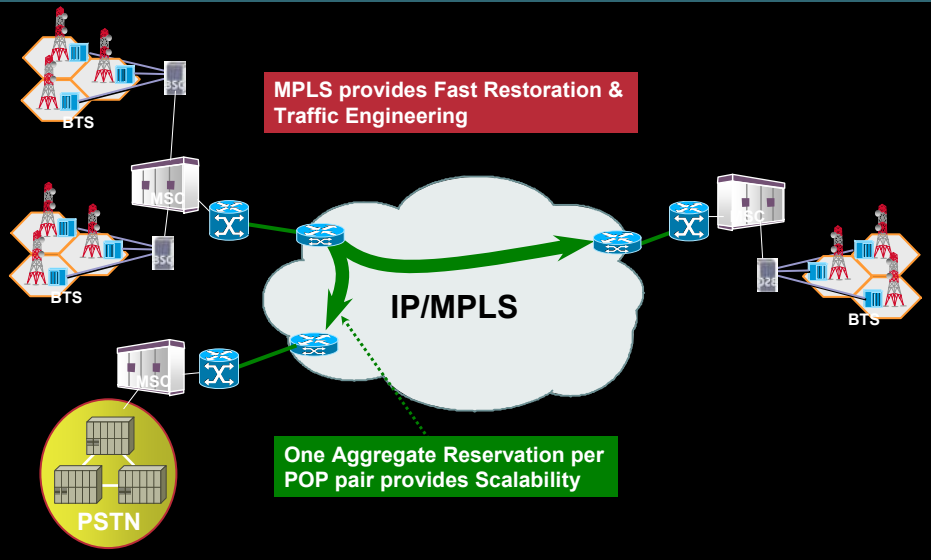


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# Voice Trunking

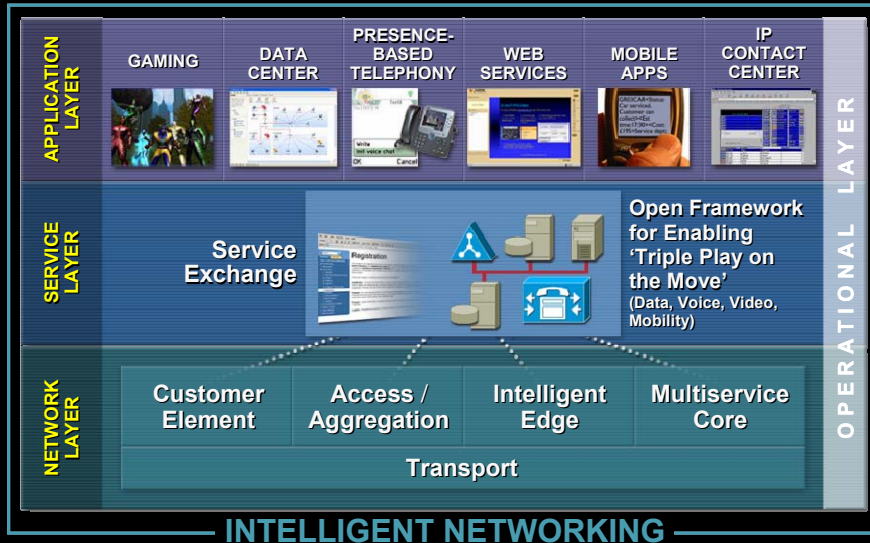


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# Convergence must be at multiple levels

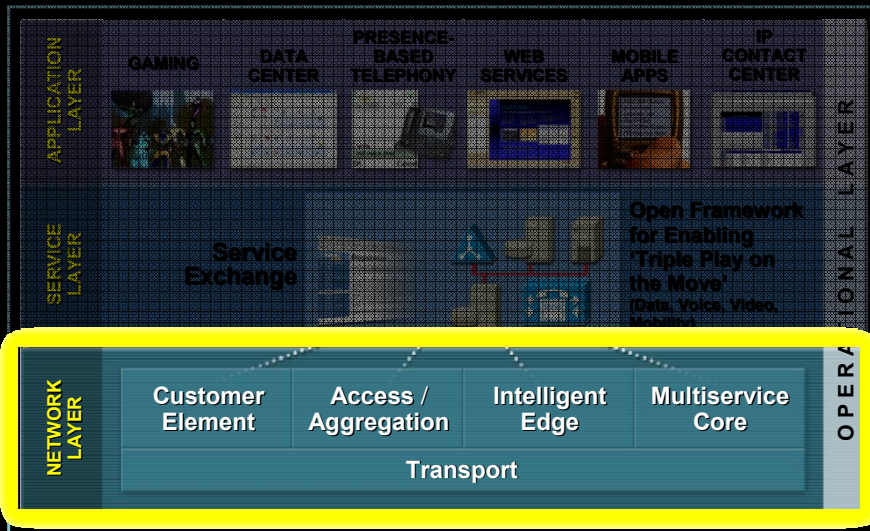


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# Network Convergence

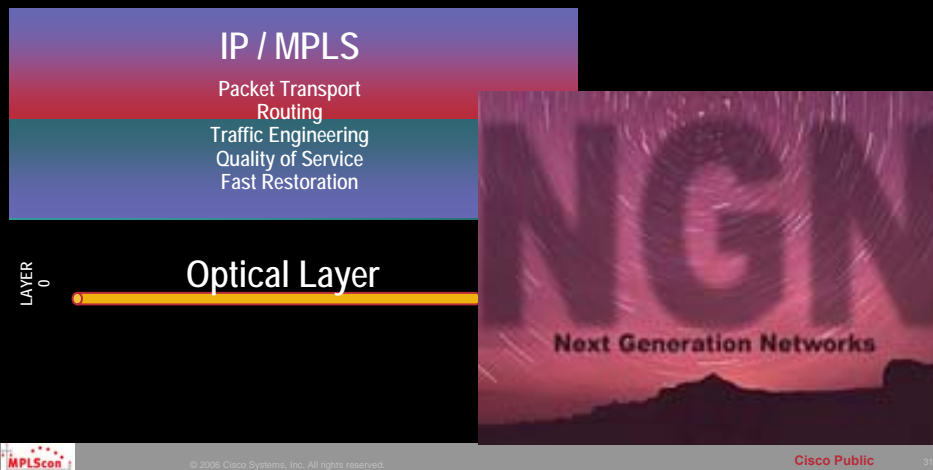


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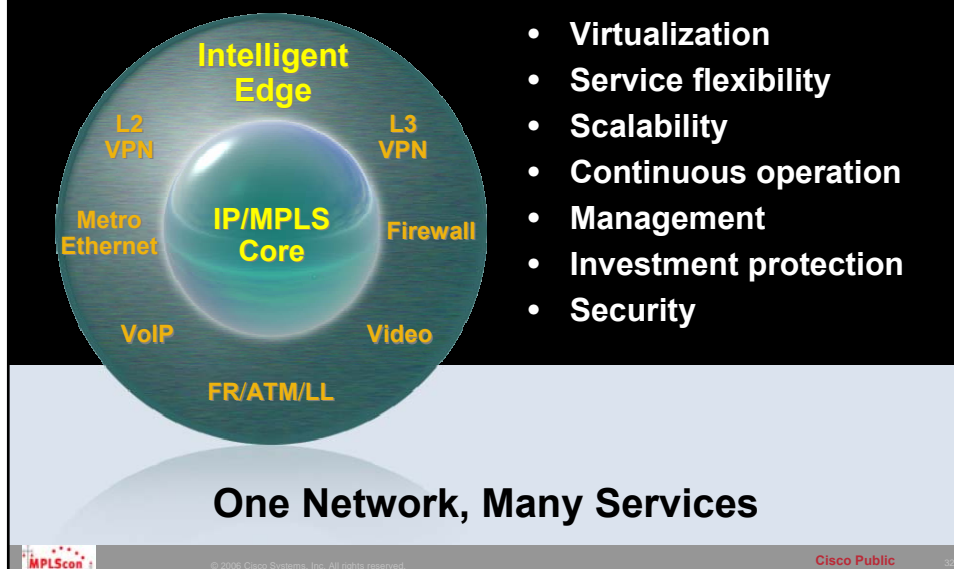
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## Next Generation Network Core



## Converge services onto one network





## Hot Areas

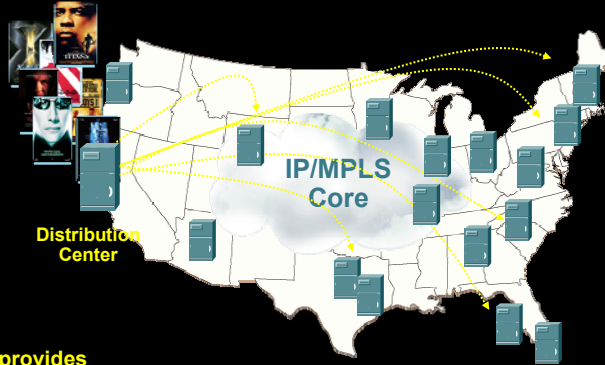


## Current Hot Topics

- **Multicast**
  - P2MP Traffic Engineering
  - Video Distribution
  - Financial Applications
  - Multicast LDP (mLDP)
  - Scalable multicast for L2 & L3 VPNs
- **Operations and Maintenance (OAM)**
- **Re-kindled interest in GMPLS**
- **Access Aggregation**

# Multicast Traffic Engineering

## Video Distribution



**MPLS TE provides**  
Explicitly routed multicast  
Guaranteed Bandwidth  
Fast Restoration



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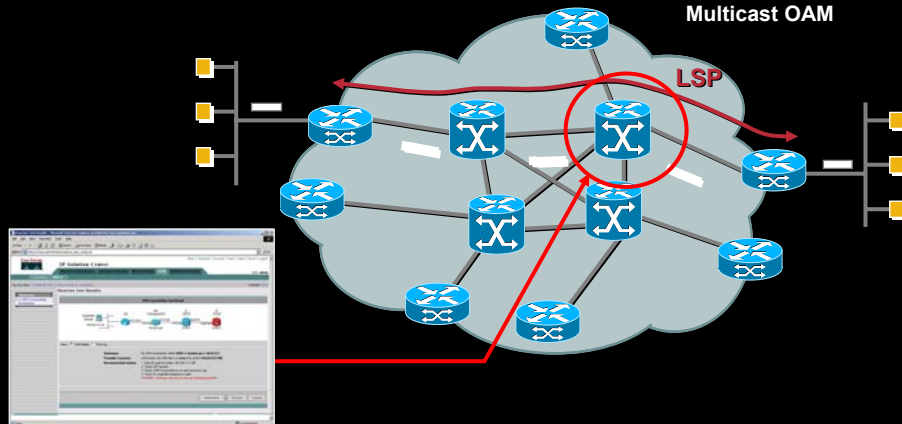
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# MPLS Operations and Management

Suite of Protocols and Tools being developed  
Enables rapid isolation of faults

MPLS Ping / Traceroute  
LSR Self-test  
MPLS BFD  
Multicast OAM



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## GMPLS: IP Based Control of Layer 1

GMPLS Control Plane  
RSVP / ISIS / OSPF

Incoming Interface

Outgoing Interface

$\lambda_1$

$\lambda_3$

Cross-Connect

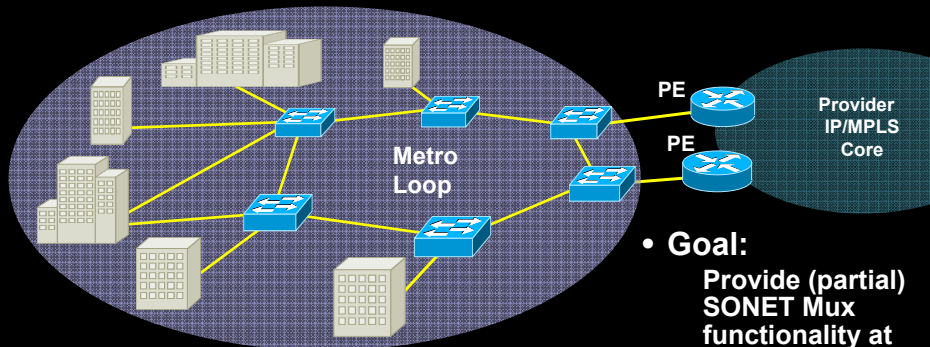
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## Access Aggregation



- Many ideas are brewing
- Some involve GMPLS, Pseudo-wires, and an ITU variant on MPLS
- Goal: Provide (partial) SONET Mux functionality at lower cost

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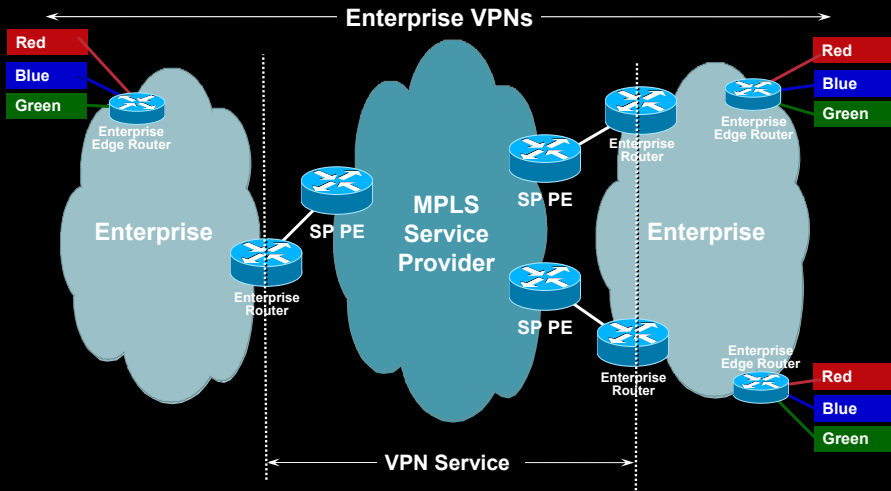
## Enterprises using MPLS

- Range from very large to fairly small
- Range from one location to global presence
- Some using Traffic Engineering
  - Growing interest in FRR for VoIP
- Primary Driver is Segmentation
  - **Security** is the overarching theme
  - Many variations on this theme
  - **MPLS VPNs** seen as an enabling tool

## Enterprise: Largest Growth Sector

- **MPLS is no longer “bleeding edge” technology**
  - Considered safe for the sophisticated enterprise
- **MPLS is being “Hardened”**
  - Easier to configure
  - Harder to mis-configure
  - Improved resiliency
- **As it gets used, Growth accelerates**
  - Industry awareness of benefits
  - Testimonials of cost savings
  - Availability of trained staff

# MPLS Enabled VPNs



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## Where is MPLS Going?

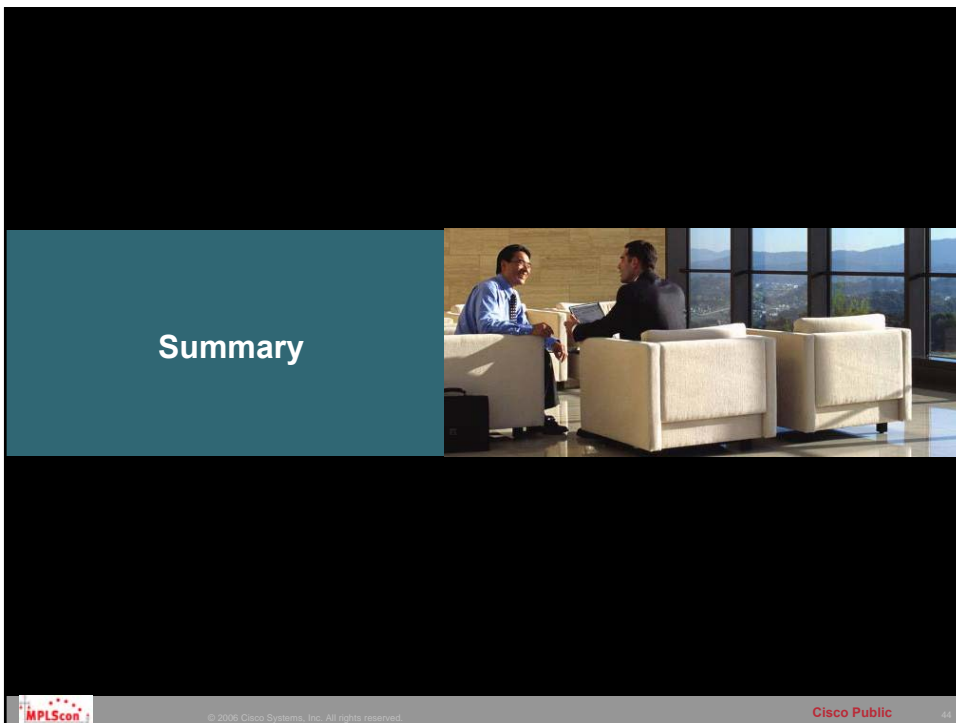


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“MPLS is being deployed because it has an immediate and direct benefit to the network. The **long-term impact of MPLS is difficult to anticipate** because of the **innovations that it enables**. This is, in part, one of the indicators of **an architectural change**, as opposed to an evolutionary change, which would have clear, immediate, and foreseeable consequences.”

Tony Li, “MPLS and the Evolving Internet Architecture”,  
IEEE Communications, December 1999



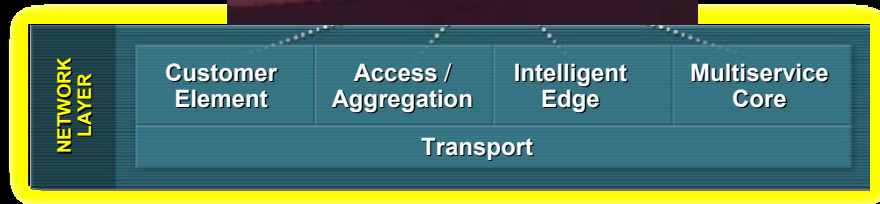
## MPLS: Keys to Success

- **Acknowledgement that IP won!**
  - Primary applications are IP services
  - IP based Control Protocols
- Simple forwarding paradigm
- Flexibility in label semantics and stacking
- Flexible control plane tied directly to applications

## MPLS Value

- Service Virtualization
- Service Convergence
- Layer Convergence
- Quality of Service
- Operation and Maintenance Tools
- **All available on an IP platform**

# IP / MPLS Future: The Foundation for the Next Generation



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