ICS 351: Today's plan

- IP multicasting
- IGMP
- PIM
IP Multicast Addresses

- IP multicast addresses are in class D, beginning with 224 through 239
  - 1. the first byte for class A addresses is 0 through 127
  - 2. the first byte for class B addresses is 128 through 191
  - 3. the first byte for class C addresses is 192 through 223
  - 4. the first byte for class D addresses is 224 through 239
  - 5. the first byte for class E addresses is 240 through 255
- for example, 224.0.0.9 for RIP packets, 224.0.0.5 for OSPF packets
IP Multicasting

- IGMP manages group membership in multicast groups within local networks (MLD does the same on IPv6 networks)
- PIM (or MOSPF) are the equivalent of routing protocols for multicast, providing multicast routing when the multicast router is not local
IGMP

- Internet Group Management Protocol version 3
- used to communicate between a multicast router and local multicast hosts
- the router needs to know which hosts require which multicast stream(s), so as to only forward streams that are needed
- a host requesting a stream from its router results in the router recording this information
- this request expires if not refreshed often enough: **soft state** in the router
- messages sent over IP (protocol number 2) with TTL 1
- IGMP routers send Membership Queries, IGMP hosts send Membership Reports
- RFC 3376
Protocol Independent Multicast is protocol-independent in the sense that it relies on a not-otherwise defined routing protocol to find routes.

- PIM dense mode (PIM-DM), RFC 3973
- In dense mode, multicast data is sent to all routers except those that send prune messages.
- Dense mode is only used within an autonomous system (with MSDP used to allow multicast among autonomous systems).

- PIM sparse mode (PIM-SM), RFC 4601
- In sparse mode, multicast data is broadcast over a tree rooted at a designated router called the Rendezvous Point (RP).
- Also PIM Source-Specific Multicast (PIM-SSM) and Bidirectional PIM (BIDIR-PIM), a variant of PIM-SM.
MBone

• for a while, there was a generic multicasting infrastructure called the MBONE (multicast backbone)

• the 6-bone was a similar infrastructure for IPv6 traffic

• the MBONE was a collection of multicast routers willing to carry multicast traffic and to run multicast routing protocols

• a host that was not directly connected to a multicast router could register with a remote MBONE router and exchange packets using unicast IP