

Thoughts on dynamically assigned MAC addresses

Joe Pelissier

new-pelissier-Dynamic-MACs-1108

Motivation

Virtualization increases MAC address consumption by orders of magnitude

Server virtualization vendors have developed proprietary mechanisms for assigning dynamically assigning MAC addresses

Challenges exist in assuring uniqueness

Exacerbated by multiple proprietary mechanisms

Manufacturers are shipping bridge line cards consuming lot of MAC addresses out of the global space

Needed to support various virtualization technologies

There is no "good" way to achieve this

i.e., obtaining enough unique MAC addresses within an enterprise without depleting the global space

A Possible Solution

 Define a "DNS" or "DHCP" like service that allows a device to obtain an enterprise unique MAC address

Possibly reserve a portion of the Global MAC address space for this purpose

Eliminates conflicts with existing proprietary schemes

Or use the Local address space

 Provide a higher level communication protocol to allow these servers to coordinate their MAC address pools

An IP based protocol seems reasonable

Some Potential Requirements (1)

 Device requesting a MAC address provides a world wide unique "handle"

Something like a URL containing a WWN or a hierarchical name (a la DNS)

Also may provide a requested MAC address (i.e., the MAC address it got last time)

 MAC Provider Service (MPS) provides a MAC address from a pool

Provides same MAC address as last time it saw the handle

If handle not recognized, then provides requested address if not in use

Else provides an address from the pool

Some Potential Requirements (2)

Device owns address until:

Explicitly given up by the device

Recovered through administrative action

Note: this is different than the lease mechanism provided by DHCP

MPS's may coordinate through a protocol

Possibly IP based

Distributes available MAC addresses to individual MPS's

Recovers available MAC addresses from individual MPS's

Distributes MAC address assignments

Thank You!