IP Multicast: Multicast Optimization Configuration Guide, Cisco IOS Release 12.4

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CONTENTS

Optimizing PIM Sparse Mode in a Large IP Multicast Deployment

This module describes how to optimize Protocol Independent Multicast (PIM) sparse mode for a large deployment of IP multicast. You can set a limit on the rate of PIM register messages sent in order to limit the load on the designated router and RP, you can reduce the PIM router query message interval to achieve faster convergence, and you can delay or prevent the use of the shortest path tree.

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest feature information and caveats, see the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the Feature Information Table at the end of this document.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to www.cisco.com/go/cfn. An account on Cisco.com is not required.

Prerequisites for Optimizing PIM Sparse Mode in a Large IP Multicast Deployment

- You have PIM sparse mode running in your network.
- You understand the concepts in the “IP Multicast Technology Overview” module.
- If you plan to use a group list to control which groups the shortest-path tree (SPT) threshold applies to, you have configured your access list before performing the task.

Information About Optimizing PIM Sparse Mode in a Large IP Multicast Deployment

PIM Registering Process

IP multicast sources do not use a signaling mechanism to announce their presence. Sources just send their data into the attached network, as opposed to receivers that use Internet Group Management Protocol (IGMP) to announce their presence. If a source sends traffic to a multicast group configured in PIM sparse mode (PIM-SM), the Designated Router (DR) leading toward the source must inform the rendezvous point (RP) about the presence of this source. If the RP has downstream receivers that want to receive the multicast traffic (natively) from this source and has not joined the shortest path leading toward the source, then the DR must send the traffic from the source to the RP. The PIM registering process, which is individually run for each (S, G) entry, accomplishes these tasks between the DR and RP.

The registering process begins when a DR creates a new (S, G) state. The DR encapsulates all the data packets that match the (S, G) state into PIM register messages and unicasts those register messages to the RP.

If an RP has downstream receivers that want to receive register messages from a new source, the RP can either continue to receive the register messages through the DR or join the shortest path leading toward the source. By default, the RP will join the shortest path, because delivery of native multicast traffic provides the highest throughput. Upon receipt of the first packet that arrives natively through the shortest path, the RP will send a register-stop message back to the DR. When the DR receives this register-stop message, it will stop sending register messages to the RP.

If an RP has no downstream receivers that want to receive register messages from a new source, the RP will not join the shortest path. Instead, the RP will immediately send a register-stop message back to the DR. When the DR receives this register-stop message, it will stop sending register messages to the RP.

Once a routing entry is established for a source, a periodic reregistering takes place between the DR and RP. One minute before the multicast routing table state times out, the DR will send one dataless register message to the RP each second that the source is active until the DR receives a register-stop message from the RP. This action restarts the timeout time of the multicast routing table entry, typically resulting in one reregistering exchange every 2 minutes. Reregistering is necessary to maintain state, to recover from lost state, and to keep track of sources on the RP. It will take place independently of the RP joining the shortest path.

PIM Version 1 Compatibility

If an RP is running PIM Version 1, it will not understand dataless register messages. In this case, the DR will not send dataless register messages to the RP. Instead, approximately every 3 minutes after receipt of a register-stop message from the RP, the DR encapsulates the incoming data packets from the source into register messages and sends them to the RP. The DR continues to send register messages until it receives another register-stop message from the RP. The same behavior occurs if the DR is running PIM Version 1.

When a DR running PIM Version 1 encapsulates data packets into register messages for a specific (S, G) entry, the entry is process-switched, not fast-switched or hardware-switched. On platforms that support these faster paths, the PIM registering process for an RP or DR running PIM Version 1 may lead to periodic out-of-order packet delivery. For this reason, we recommend upgrading your network from PIM Version 1 to PIM Version 2.

PIM Designated Router

Routers configured for IP multicast send PIM hello messages to determine which router will be the designated router (DR) for each LAN segment (subnet). The hello messages contain the router's IP address, and the router with the highest IP address becomes the DR.

The DR sends Internet Group Management Protocol (IGMP) host query messages to all hosts on the directly connected LAN. When operating in sparse mode, the DR sends source registration messages to the rendezvous point (RP).

By default, multicast routers send PIM router query messages every 30 seconds. By enabling a router to send PIM hello messages more often, the router can discover unresponsive neighbors more quickly. As a result, the router can implement failover or recovery procedures more efficiently. It is appropriate to make this change only on redundant routers on the edge of the network.

PIM Sparse-Mode Register Messages

Dataless register messages are sent at a rate of one message per second. Continuous high rates of register messages might occur if a DR is registering bursty sources (sources with high data rates) and if the RP is not running PIM Version 2.

By default, PIM sparse-mode register messages are sent without limiting their rate. Limiting the rate of register messages will limit the load on the DR and RP, at the expense of dropping those register messages that exceed the set limit. Receivers may experience data packet loss within the first second in which packets are sent from bursty sources.

Preventing Use of Shortest-Path Tree to Reduce Memory Requirement

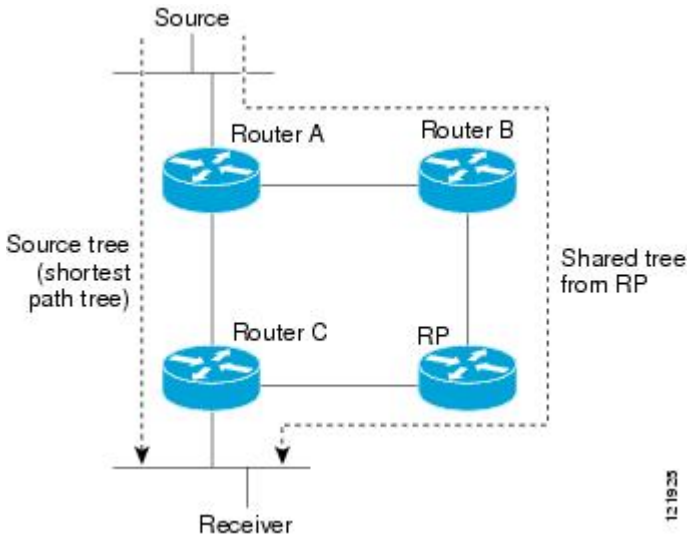
Understanding PIM shared tree and source tree will help you understand how preventing the use of the shortest-path tree can reduce memory requirements.

PIM Shared Tree and Source Tree - Shortest-Path Tree

By default, members of a multicast group receive data from senders to the group across a single data distribution tree rooted at the rendezvous point (RP). This type of distribution tree is called shared tree, as

shown in the figure. Data from senders is delivered to the RP for distribution to group members joined to the shared tree.

Figure 1 Shared Tree versus Source Tree (Shortest-Path Tree)



If the data rate warrants, leaf routers on the shared tree may initiate a switch to the data distribution tree rooted at the source. This type of distribution tree is called a shortest-path tree (SPT) or source tree. By default, the software switches to a source tree upon receiving the first data packet from a source.

The following process describes the move from shared tree to source tree in more detail:

1. Receiver joins a group; leaf Router C sends a Join message toward the RP.
2. The RP puts the link to Router C in its outgoing interface list.
3. Source sends data; Router A encapsulates data in a register message and sends it to the RP.
4. The RP forwards data down the shared tree to Router C and sends a Join message toward the source. At this point, data may arrive twice at Router C, once encapsulated and once natively.
5. When data arrives natively (through multicast) at the RP, the RP sends a register-stop message to Router A.
6. By default, reception of the first data packet prompts Router C to send a Join message toward the source.
7. When Router C receives data on (S, G), it sends a Prune message for the source up the shared tree.
8. The RP deletes the link to Router C from the outgoing interface of (S, G). The RP triggers a Prune message toward the source.

Join and Prune messages are sent for sources and RPs. They are sent hop-by-hop and are processed by each PIM router along the path to the source or RP. Register and register-stop messages are not sent hop-by-hop. They are sent by the designated router that is directly connected to a source and are received by the RP for the group.

Multiple sources sending to groups use the shared tree.

Benefit of Preventing or Delaying the Use of the Shortest-Path Tree

The switch from shared to source tree happens upon the arrival of the first data packet at the last hop router (Router C in Benefit of Preventing or Delaying the Use of the Shortest-Path Tree, page 4). This switch occurs because the **ip pim spt-threshold** command controls that timing, and its default setting is 0 kbps.

The shortest-path tree requires more memory than the shared tree, but reduces delay. You might want to prevent or delay its use to reduce memory requirements. Instead of allowing the leaf router to move to the shortest-path tree immediately, you can prevent use of the SPT or specify that the traffic must first reach a threshold.

You can configure when a PIM leaf router should join the shortest-path tree for a specified group. If a source sends at a rate greater than or equal to the specified *kbps* rate, the router triggers a PIM Join message toward the source to construct a source tree (shortest-path tree). If the **infinity** keyword is specified, all sources for the specified group use the shared tree, never switching to the source tree.

How to Optimize PIM Sparse Mode in a Large IP Multicast Deployment

Optimizing PIM Sparse Mode in a Large Deployment

Consider performing this task if your deployment of IP multicast is large.

Steps 3, 5, and 6 in this task are independent of each other and are therefore considered optional. Any one of these steps will help optimize PIM sparse mode. If you are going to perform Step 5 or 6, you must perform Step 4. Step 6 applies only to a designated router; changing the PIM query interval is only appropriate on redundant routers on the edge of the PIM domain.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip pim register-rate-limit** *rate*
4. **ip pim spt-threshold** {*kbps*| **infinity**}[**group-list** *access-list*]
5. **interface** *type number*
6. **ip pim query-interval** *period* [**msec**]

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Router> enable`	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
Step 2	**configure terminal** **Example:** `Router# configure terminal`	Enters global configuration mode.
Step 3	**ip pim register-rate-limit** *rate* **Example:** `Router(config)# ip pim register-rate-limit 10`	(Optional) Sets a limit on the maximum number of PIM sparse mode register messages sent per second for each (S, G) routing entry. • Use this command to limit the number of register messages that the designated router (DR) will allow for each (S, G) entry. • By default, there is no maximum rate set. • Configuring this command will limit the load on the DR and RP at the expense of dropping those register messages that exceed the set limit. • Receivers may experience data packet loss within the first second in which register messages are sent from bursty sources.
Step 4	**ip pim spt-threshold** {*kbps*| **infinity**}[**group-list** *access-list*] **Example:** `Router(config)# ip pim spt-threshold infinity group-list 5`	(Optional) Specifies the threshold that must be reached before moving to the shortest-path tree. • The default value is **0**, which causes the router to join the SPT immediately upon the first data packet it receives. • Specifying the **infinity** keyword causes the router never to move to the shortest-path tree; it remains on the shared tree. This keyword applies to a multicast environment of "many-to-many" communication. • The group list is a standard access list that controls which groups the SPT threshold applies to. If a value of 0 is specified or the group list is not used, the threshold applies to all groups. • In the example, group-list 5 is already configured to permit the multicast groups 239.254.2.0 and 239.254.3.0: access-list 5 permit 239.254.2.0 0.0.0.255 access-list 5 permit 239.254.3.0 0.0.0.255
Step 5	**interface** *type number* **Example:** `Router(config)# interface ethernet 0`	Configures an interface. • If you do not want to change the default values of the PIM SPT threshold or the PIM query interval, do not perform this step; you are done with this task.
Step 6	**ip pim query-interval** *period* [**msec**] **Example:** `Router(config-if)# ip pim query-interval 1`	(Optional) Configures the frequency at which multicast routers send PIM router query messages. • Perform this step only on redundant routers on the edge of a PIM domain. • The default query interval is 30 seconds. • The *period* argument is in seconds unless the **msec** keyword is specified. • Set the query interval to a smaller number of seconds for faster convergence, but keep in mind the trade-off between faster convergence and higher CPU and bandwidth usage.

Configuration Examples for Optimizing PIM Sparse Mode in a Large IP Multicast Deployment

Optimizing PIM Sparse Mode in a Large IP Multicast Deployment Example

The following example shows how to:

- Set the query interval to 1 second for faster convergence.
- Configure the router to never move to the SPT but to remain on the shared tree.
- Set a limit of 10 PIM sparse mode register messages sent per second for each (S, G) routing entry.

```
interface ethernet 0
 ip pim query-interval 1
.
.
.
!
ip pim spt-threshold infinity
ip pim register-rate-limit 10
!
```

Additional References

Related Documents

Related Topic	Document Title
PIM Sparse Mode concepts and configuration	“Configuring Basic IP Multicast” module
IP multicast commands: complete command syntax, command mode, command history, defaults, usage guidelines, and examples	*Cisco IOS IP Multicast Command Reference*

MIBs

MIB	MIBs Link
None	To locate and download MIBs for selected platforms, Cisco IOS_XE releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/techsupport

Feature Information for Optimizing PIM Sparse Mode in a Large IP Multicast Deployment

The following table provides release information about the feature or features described in this module. This table lists only the software release that introduced support for a given feature in a given software release train. Unless noted otherwise, subsequent releases of that software release train also support that feature.

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Table 1 Feature Information for Optimizing PIM Sparse Mode in a Large IP Multicast Deployment

Feature Name	Releases	Feature Configuration Information
PIM Version 2	12.2(4)T	Protocol Independent Multicast (PIM) version 2 builds upon the success of the existing PIMv1 base, has two basic operating modes: sparse-mode and dense-mode, and is suitable for large networks with heterogeneous links and devices.

Any Internet Protocol (IP) addresses and phone numbers used in this document are not intended to be actual addresses and phone numbers. Any examples, command display output, network topology diagrams, and other figures included in the document are shown for illustrative purposes only. Any use of actual IP addresses or phone numbers in illustrative content is unintentional and coincidental.

Multicast Subsecond Convergence

The Multicast Subsecond Convergence feature comprises a comprehensive set of features and protocol enhancements that provide for improved scalability and convergence in multicast-based services. This feature set provides for the ability to scale to larger services levels and to recover multicast forwarding after service failure in subsecond time frames.

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest feature information and caveats, see the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the Feature Information Table at the end of this document.

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Prerequisites for Multicast Subsecond Convergence

Service providers must have a multicast-enabled core in order to use the Cisco Multicast Subsecond Convergence feature.

Restrictions for Multicast Subsecond Convergence

Routers that use the subsecond designated router (DR) failover enhancement need to be able to process hello interval information arriving in milliseconds. Routers that are congested or do not have enough CPU cycles to process the hello interval may assume that the Protocol Independent Multicast (PIM) neighbor is disconnected, although this may not be the case.

Information About Multicast Subsecond Convergence

Benefits of Multicast Subsecond Convergence

- The scalability components improve on the efficiency of handling increases (or decreases) in service users (receivers) and service load (sources or content).
- New algorithms and processes (such as aggregated join messages, which deliver up to 1000 individual messages in a single packet) reduce the time to reach convergence by a factor of 10.
- Multicast subsecond convergence improves service availability for large multicast networks.
- Multicast users such as financial services firms and brokerages receive better quality of service (QoS), because multicast functionality is restored in a fraction of the time previously required.

Multicast Subsecond Convergence Scalability Enhancements

The Multicast Subsecond Convergence feature provides scalability enhancements that improve on the efficiency of handling increases (or decreases) in service users (receivers) and service load (sources or content). Scalability enhancements in this release include the following:

- Improved Internet Group Management Protocol (IGMP) and PIM state maintenance through new timer management techniques
- Improved scaling of the Multicast Source Discovery Protocol (MSDP) Source-Active (SA) cache

The scalability enhancements provide the following benefits:

- Increased potential PIM multicast route (mroute), IGMP, and MSDP SA cache state capacity
- Decreased CPU usage

PIM Router Query Messages

Multicast subsecond convergence allows you to send PIM router query messages (PIM hellos) every few milliseconds. The PIM hello message is used to locate neighboring PIM routers. Before the introduction of this feature, you could send the PIM hellos every few seconds. By enabling a router to send PIM hello messages more often, this feature allows the router to discover unresponsive neighbors more quickly. As a result, the router can implement failover or recovery procedures more efficiently.

Reverse Path Forwarding

Unicast Reverse Path Forwarding (RPF) helps to mitigate problems caused by the introduction of malformed or forged IP source addresses into a network by discarding IP packets that lack a verifiable IP

source address. Malformed or forged source addresses can indicate denial-of-service (DoS) attacks based on source IP address spoofing.

RPF uses access control lists (ACLs) in determining whether to drop or forward data packets that have malformed or forged IP source addresses. An option in the ACL commands allows system administrators to log information about dropped or forwarded packets. Logging information about forged packets can help in uncovering information about possible network attacks.

Per-interface statistics can help system administrators quickly discover the interface serving as the entry point for an attack on the network.

RPF Checks

PIM is designed to forward IP multicast traffic using the standard unicast routing table. PIM uses the unicast routing table to decide if the source of the IP multicast packet has arrived on the optimal path from the source. This process, the RPF check, is protocol-independent because it is based on the contents of the unicast routing table and not on any particular routing protocol.

Triggered RPF Checks

Multicast subsecond convergence provides the ability to trigger a check of RPF changes for mroute states. This check is triggered by unicast routing changes. By performing a triggered RPF check, users can set the periodic RPF check to a relatively high value (for example, 10 seconds) and still fail over quickly.

The triggered RPF check enhancement reduces the time needed for service to be restored after disruption, such as for single service events (for example, in a situation with one source and one receiver) or as the service scales along any parameter (for example, many sources, many receivers, and many interfaces). This enhancement decreases in time-to-converge PIM (mroute), IGMP, and MSDP (SA cache) states.

RPF Failover

In an unstable unicast routing environment that uses triggered RPF checks, the environment could be constantly triggering RPF checks, which places a burden on the resources of the router. To avoid this problem, use the **ip multicast rpf backoff** command to prevent a second triggered RPF check from occurring for the length of time configured. That is, the PIM “backs off” from another triggered RPF check for a minimum amount of milliseconds as configured by the user.

If the backoff period expires without further routing table changes, PIM then scans for routing changes and accordingly establishes multicast RPF changes. However, if more routing changes occur during the backoff period, PIM doubles the backoff period to avoid overloading the router with PIM RPF changes while the routing table is still converging.

Topology Changes and Multicast Routing Recovery

The Multicast Subsecond Convergence feature set enhances both enterprise and service provider network backbones by providing almost instantaneous recovery of multicast paths after unicast routing recovery.

Because PIM relies on the unicast routing table to calculate its RPF when a change in the network topology occurs, unicast protocols first need to calculate options for the best paths for traffic, and then multicast can determine the best path.

Multicast subsecond convergence allows multicast protocol calculations to finish almost immediately after the unicast calculations are completed. As a result, multicast traffic forwarding is restored substantially faster after a topology change.

How to Configure Multicast Subsecond Convergence

Modifying the Periodic RPF Check Interval

Perform this task to modify the intervals at which periodic RPF checks occur.

Note Cisco recommends that users keep the default values for the **ip rpf interval**command. The default values allow subsecond RPF failover. The default interval at which periodic RPF checks occur is 10 seconds.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip multicast rpf interval** *seconds* [**list** *access-list* | **route-map** *route-map*]

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Router> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Router# configure terminal`	Enters global configuration mode.
Step 3	**ip multicast rpf interval** *seconds* [**list** *access-list*	**route-map** *route-map*] **Example:** `Router(config)# ip multicast rpf interval 10`	Configures the periodic RPF check intervals to occur at a specified interval, in seconds.

- What to Do Next, page 15

What to Do Next

Proceed to the Configuring PIM RPF Failover Intervals, page 15 to configure the intervals at which PIM RPF failover will be triggered by changes in the routing tables. Proceed to the Modifying the PIM Router Query Message Interval, page 16 to modify the interval at which IGMP host query messages are sent. Proceed to the What to Do Next, page 15 to display information about and to verify information regarding the Multicast Subsecond Convergence feature.

Configuring PIM RPF Failover Intervals

Perform this task to configure the intervals at which PIM RPF failover will be triggered by changes in the routing tables.

Note Cisco recommends that users keep the default values for the **ip multicast rpf backoff** command. The default values allow subsecond RPF failover.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip multicast rpf backoff** *minimum maximum* [**disable**]

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Router> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Router# configure terminal`	Enters global configuration mode.
Step 3	**ip multicast rpf backoff** *minimum maximum* [**disable**] **Example:** `Router(config)# ip multicast rpf backoff 100 2500`	Configures the minimum and the maximum backoff intervals.

- What to Do Next, page 16

What to Do Next

Proceed to the Modifying the PIM Router Query Message Interval, page 16 to modify the interval at which IGMP host query messages are sent. Proceed to the What to Do Next, page 16 to display information about and to verify information regarding the Multicast Subsecond Convergence feature.

Modifying the PIM Router Query Message Interval

Perform this task to modify the PIM router query message interval.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *type slot / subslot / port*
4. **ip pim query-interval** *period* [**msec**]

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Router> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Router# configure terminal`	Enters global configuration mode.
Step 3	**interface** *type slot / subslot / port* **Example:** `Router(config)# interface gigabitethernet 1/0/0`	Specifies the interface and enters interface configuration mode.
Step 4	**ip pim query-interval** *period* [**msec**] **Example:** `Router(config-if)# ip pim query-interval 45`	Configures the frequency at which multicast routers send PIM router query messages.

- What to Do Next, page 17

What to Do Next

Proceed to the What to Do Next, page 17 to display and verify information about the Multicast Subsecond Convergence feature.

Verifying Multicast Subsecond Convergence Configurations

Perform this task to display detailed information about and to verify information regarding the Multicast Subsecond Convergence feature.

SUMMARY STEPS

1. **enable**
2. **show ip pim interface** *type number*
3. **show ip pim neighbor**

DETAILED STEPS

Step 1 **enable**
Enables privileged EXEC mode.

Step 2 **show ip pim interface** *type number*
Use this command to display information about interfaces configured for PIM.

The following is sample output from the **show ip pim interface** command:

Example:

```
Router# show ip pim interface GigabitEthernet 1/0/0
Address          Interface                Ver/   Nbr    Query  DR     DR
                                          Mode   Count  Intvl  Prior
172.16.1.4       GigabitEthernet1/0/0     v2/S   1      100 ms 1      172.16.1.4
```

Step 3 **show ip pim neighbor**
Use this command to display the PIM neighbors discovered by the Cisco IOS XE software.

The following is sample output from the **show ip pim neighbor** command:

Example:

```
Router# show ip pim neighbor
PIM Neighbor Table
Neighbor          Interface                Uptime/Expires    Ver   DR
Address                                                            Prio/Mode
172.16.1.3        GigabitEthernet1/0/0     00:03:41/250 msec v2    1 / S
```

Configuration Examples for Multicast Subsecond Convergence

Example Modifying the Periodic RPF Check Interval

In the following example, the **ip multicast rpf interval** has been set to 10 seconds. This command does not show up in **show running-config** output unless the interval value has been configured to be the nondefault value.

```
!
ip multicast-routing
ip multicast rpf interval 10
.
.
.
interface Ethernet0/0
 ip address 172.16.2.1 255.255.255.0
.
.
.
ip pim sparse-mode
!
```

Example Configuring PIM RPF Failover Intervals

In the following example, the **ip multicast rpf backoff** command has been configured with a minimum backoff interval value of 100 and a maximum backoff interval value of 2500. This command does not show up in **show running-config** command output unless the interval value has been configured to be the nondefault value.

```
!
ip multicast-routing
.
.
.
ip multicast rpf backoff 100 2500
!
!
interface Ethernet0/0
 ip address 172.16.2.1 255.255.255.0
.
.
.
ip pim sparse-mode
!
```

Modifying the PIM Router Query Message Interval Example

In the following example, the **ip pim query-interval** command has been set to 100 milliseconds. This command does not show up in **show running-config** command output unless the interval value has been configured to be the nondefault value.

```
!
interface gigabitethernet0/0/1
 ip address 172.16.2.1 255.255.255.0
ip pim query-interval 100 msec
ip pim sparse-mode
```

Additional References

Related Documents

Related Topic	Document Title
PIM-SM and SSM concepts and configuration examples	" Configuring Basic IP Multicast " module
PIM-SM optimization concepts and configuration examples	" Optimizing PIM Sparse Mode in a Large IP Multicast Deployment " module
IP multicast commands: complete command syntax, command mode, defaults, command history, usage guidelines, and examples	*Cisco IOS IP Multicast Command Reference*

Standards

Standard	Title
No new or modified standards are supported by this feature, and support for existing standards has not been modified by this feature.	--

MIBs

MIB	MIBs Link
No new or modified MIBs are supported by this feature, and support for existing standards has not been modified by this feature.	To locate and download MIBs for selected platforms, Cisco IOS XE releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

RFCs

RFC	Title
No new or modified RFCs are supported by this feature, and support for existing standards has not been modified by this feature.	--

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/techsupport

Feature Information for Multicast Subsecond Convergence

The following table provides release information about the feature or features described in this module. This table lists only the software release that introduced support for a given feature in a given software release train. Unless noted otherwise, subsequent releases of that software release train also support that feature.

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Table 2 Feature Information for Multicast Subsecond Convergence

Feature Name	Releases	Feature Information
Multicast Subsecond Convergence	12.0(22)S 12.2(14)S 12.2(15)T 15.0(1)S Cisco IOS XE 3.1.0SG	The Multicast Subsecond Convergence feature comprises a comprehensive set of features and protocol enhancements that provide for improved scalability and convergence in multicast-based services. This feature set provides for the ability to scale to larger services levels and to recover multicast forwarding after service failure in subsecond time frames. The following commands were introduced or modified: **debug ip mrouting**, **debug ip pim**, **ip multicast rpf backoff**, **ip multicast rpf interval**, **ip pim query-interval**, **show ip pim interface**, **show ip pim neighbor**, **show ip rpf events**.

Load Splitting IP Multicast Traffic over ECMP

This module describes how to load split IP multicast traffic over Equal Cost Multipath (ECMP). Multicast traffic from different sources or from different sources and groups are load split across equal-cost paths to take advantage of multiple paths through the network.

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest feature information and caveats, see the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the Feature Information Table at the end of this document.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to www.cisco.com/go/cfn. An account on Cisco.com is not required.

Prerequisites for Load Splitting IP Multicast Traffic over ECMP

- You understand the concepts in the “ IP Multicast Technology Overview ” module.
- You have IP multicast configured in your network. See the “ Configuring Basic IP Multicast” module.

Information About Load Splitting IP Multicast Traffic over ECMP

Load Splitting Versus Load Balancing

Load splitting and load balancing are not the same. Load splitting provides a means to randomly distribute (*, G) and (S, G) traffic streams across multiple equal-cost reverse path forwarding (RPF) paths, which does not necessarily result in a balanced IP multicast traffic load on those equal-cost RPF paths. By randomly distributing (*, G) and (S, G) traffic streams, the methods used for load splitting IP multicast traffic attempt to distribute an equal amount of traffic flows on each of the available RPF paths not by counting the flows, but, rather, by making a pseudorandom decision. These methods are collectively referred to as ECMP multicast load splitting methods. ECMP multicast load splitting methods, thus, result in better load-sharing in networks where there are many traffic streams that utilize approximately the same amount of bandwidth.

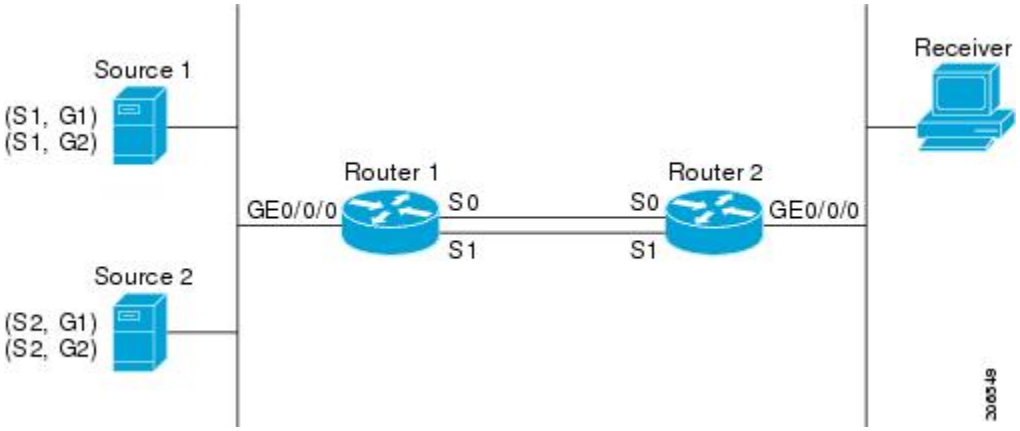
If there are just a few (S, G) or (*, G) states flowing across a set of equal-cost links, the chance that they are well balanced is quite low. To overcome this limitation, precalculated source addresses--for (S, G) states--or rendezvous point (RP) addresses--for (*, G) states--can be used to achieve a reasonable form of load balancing. This limitation applies equally to the per-flow load splitting in Cisco Express Forwarding (CEF) or with EtherChannels: As long as there are only a few flows, those methods of load splitting will not result in good load distribution without some form of manual engineering.

Default Behavior for IP Multicast When Multiple Equal-Cost Paths Exist

By default, for Protocol Independent Multicast sparse mode (PIM-SM), Source Specific Multicast (PIM-SSM), bidirectional PIM (bidir-PIM), and PIM dense mode (PIM-DM) groups, if multiple equal-cost paths are available, Reverse Path Forwarding (RPF) for IPv4 multicast traffic is based on the PIM neighbor with the highest IP address. This method is referred to as the highest PIM neighbor behavior. This behavior is in accordance with RFC 2362 for PIM-SM, but also applies to PIM-SSM, PIM-DM, and bidir-PIM.

The figure illustrates a sample topology that is used in this section to explain the default behavior for IP multicast when multiple equal-cost paths exist.

Figure 2 Default Behavior for IP Multicast When Multiple Equal-Cost Paths Exist



In the figure, two sources, S1 and S2, are sending traffic to IPv4 multicast groups, G1 and G2. Either PIM-SM, PIM-SSM, or PIM-DM can be used in this topology. If PIM-SM is used, assume that the default of 0 for the **ip pim spt-threshold** command is being used on Router 2, that an Interior Gateway Protocol (IGP) is being run, and that the output of the **show ip route** command for S1 and for S2 (when entered on Router 2) displays serial interface 0 and serial interface 1 on Router 1 as equal-cost next-hop PIM neighbors of Router 2.

Without further configuration, IPv4 multicast traffic in the topology illustrated in the figure would always flow across one serial interface (either serial interface 0 or serial interface 1), depending on which interface has the higher IP address. For example, suppose that the IP addresses configured on serial interface 0 and serial interface 1 on Router 1 are 10.1.1.1 and 10.1.2.1, respectively. Given that scenario, in the case of PIM-SM and PIM-SSM, Router 2 would always send PIM join messages towards 10.1.2.1 and would always receive IPv4 multicast traffic on serial interface 1 for all sources and groups shown in the figure. In the case of PIM-DM, Router 2 would always receive IP multicast traffic on serial Interface 1, only that in this case, PIM join messages are not used in PIM-DM; instead Router 2 would prune the IP multicast traffic across serial interface 0 and would receive it through serial interface 1 because that interface has the higher IP address on Router 1.

IPv4 RPF lookups are performed by intermediate multicast router to determine the RPF interface and RPF neighbor for IPv4 (*,G) and (S, G) multicast routes (trees). An RPF lookup consists of RPF route-selection and route-path-selection. RPF route-selection operates solely on the IP unicast address to identify the root of the multicast tree. For (*, G) routes (PIM-SM and Bidir-PIM), the root of the multicast tree is the RP address for the group G; for (S, G) trees (PIM-SM, PIM-SSM and PIM-DM), the root of the multicast tree is the source S. RPF route-selection finds the best route towards the RP or source in the routing information base (RIB), and, if configured (or available), the Distance Vector Multicast Routing Protocol (DVMRP) routing table, the Multiprotocol Border Gateway Protocol (MBGP) routing table or configured static mroutes. If the resulting route has only one available path, then the RPF lookup is complete, and the next-hop router and interface of the route become the RPF neighbor and RPF interface of this multicast tree. If the route has more than one path available, then route-path-selection is used to determine which path to choose.

For IP multicast, the following route-path-selection methods are available:

Note All methods but the default method of route-path-selection available in IP multicast enable some form of ECMP multicast load splitting.

- Highest PIM neighbor--This is the default method; thus, no configuration is required. If multiple equal-cost paths are available, RPF for IPv4 multicast traffic is based on the PIM neighbor with the highest IP address; as a result, without configuration, ECMP multicast load splitting is disabled by default.
- ECMP multicast load splitting method based on source address--You can configure ECMP multicast load splitting using the **ip multicast multipath** command. Entering this form of the **ip multicast multipath** command enables ECMP multicast load splitting based on source address using the S-hash algorithm. For more information, see the ECMP Multicast Load Splitting Based on Source Address Using the S-Hash Algorithm, page 27 section.
- ECMP multicast load splitting method based on source and group address--You can configure ECMP multicast load splitting using the **ip multicast multipath** command with the **s-g-hash** and **basic** keywords. Entering this form of the **ip multicast multipath** command enables ECMP multicast load splitting based on source and group address using the basic S-G-hash algorithm. For more information, see the ECMP Multicast Load Splitting Based on Source and Group Address Using the Basic S-G-Hash Algorithm, page 27 section.
- ECMP multicast load splitting method based on source, group, and next-hop address--You can configure ECMP multicast load splitting using the **ip multicast multipath** command with the **s-g-hash** and **next-hop-based** keywords. Entering this form of the command enables ECMP multicast load splitting based on source, group, and next-hop address using the next-hop-based S-G-hash algorithm. For more information, see the ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address, page 28 section.

The default behavior (the highest PIM neighbor behavior) does not result in any form of ECMP load-splitting in IP multicast, but instead selects the PIM neighbor that has the highest IP address among the next-hop PIM neighbors for the available paths. A next hop is considered to be a PIM neighbor when it displays in the output of the **show ip pim neighbor** command, which is the case when PIM hello messages have been received from it and have not timed out. If none of the available next hops are PIM neighbors, then simply the next hop with the highest IP address is chosen.

Methods to Load Split IP Multicast Traffic

In general, the following methods are available to load split IP multicast traffic:

- You can enable ECMP multicast load splitting based on source address, based on source and group address, or based on source, group, and next-hop address. After the equal-cost paths are recognized, ECMP multicast load splitting operates on a per (S, G) basis, rather than a per packet basis as in unicast traffic.
- Alternative methods to load split IP multicast are to consolidate two or more equal-cost paths into a generic routing encapsulation (GRE) tunnel and allow the unicast routing protocol to perform the load splitting, or to load split across bundle interfaces, such as Fast or Gigabit EtherChannel interfaces, Multilink PPP (MLPPP) link bundles, or Multilink Frame Relay (FR.16) link bundles.

Overview of ECMP Multicast Load Splitting

By default, ECMP multicast load splitting of IPv4 multicast traffic is disabled. ECMP multicast load splitting can be enabled using the **ip multicast multipath** command.

ECMP Multicast Load Splitting Based on Source Address Using the S-Hash Algorithm

The **ip multicast multipath** command is used to enable ECMP multicast load splitting traffic based on source address using the S-hash algorithm. When the **ip multicast multipath** command is configured, the RPF interface for each (*, G) or (S, G) state will be selected among the available equal-cost paths, depending on the RPF address to which the state resolves. For an (S, G) state, the RPF address is the source address of the state; for a (*, G) state, the RPF address is the address of the RP associated with the group address of the state.

When ECMP multicast load splitting based on source address is configured, multicast traffic for different states can be received across more than just one of the equal-cost interfaces. The method applied by IPv4 multicast is quite similar in principle to the default per-flow load splitting in IPv4 CEF or the load splitting used with Fast and Gigabit EtherChannels. This method of ECMP multicast load splitting, however, is subject to polarization.

ECMP Multicast Load Splitting Based on Source and Group Address Using the Basic S-G-Hash Algorithm

The **ip multicast multipath** command is used with the **s-g-hash** and **basic** keywords to enable ECMP multicast load splitting based on source and group address. The **basic** keyword enables a simple hash, referred to as the basic S-G-hash algorithm, which is based on source and group address. The basic S-G-hash algorithm is predictable because no randomization is used in coming up with the hash value. The S-G-hash mechanism, however, is subject to polarization because for a given source and group, the same hash is always picked irrespective of the router this hash is being calculated on.

Note The basic S-G-hash algorithm ignores bidir-PIM groups.

Predictability As a By-Product of Using the S-Hash and Basic S-G-Hash Algorithms

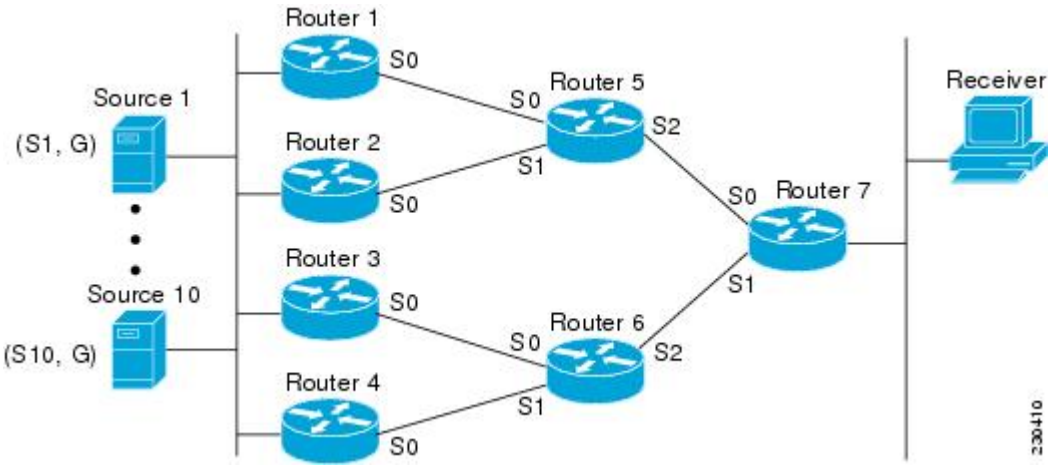
The method used by ECMP multicast load splitting in IPv4 multicast allows for consistent load splitting in a network where the same number of equal-cost paths are present in multiple places in a topology. If an RP address or source addresses are calculated once to have flows split across N paths, then they will be split across those N paths in the same way in all places in the topology. Consistent load splitting, thus, allows for predictability, which, in turns, enables load splitting of IPv4 multicast traffic to be manually engineered.

Polarization As a By-Product of Using the S-Hash and Basic S-G-Hash Algorithms

The hash mechanism used in IPv4 multicast to load split multicast traffic by source address or by source and group address is subject to a problem usually referred to as polarization. A by-product of ECMP multicast load splitting based on source address or on source and group address, polarization is a problem that prevents routers in some topologies from effectively utilizing all available paths for load splitting.

The figure illustrates a sample topology that is used in this section to explain the problem of polarization when configuring ECMP multicast load splitting based on source address or on source and group address.

Figure 3 Polarization Topology



In the topology illustrated in the figure, notice that Router 7 has two equal-cost paths towards the sources, S1 to S10, through Router 5 and Router 6. For this topology, suppose that ECMP multicast load splitting is enabled with the **ip multicast multipath** command on all routers in the topology. In that scenario, Router 7 would apply equal-cost load splitting to the 10 (S, G) states. The problem of polarization in this scenario would affect Router 7 because that router would end up choosing serial interface 0 on Router 5 for sources S1 to S5 and serial interface 1 on Router 6 for sources S6 to S10. The problem of polarization, furthermore, would also affect Router 5 and Router 6 in this topology. Router 5 has two equal-cost paths for S1 to S5 through serial interface 0 on Router 1 and serial interface 1 on Router 2. Because Router 5 would apply the same hash algorithm to select which of the two paths to use, it would end up using just one of these two upstream paths for sources S1 to S5; that is, either all the traffic would flow across Router 1 and Router 5 or across Router 2 and Router 5. It would be impossible in this topology to utilize Router 1 and Router 5 and Router 2 and Router 5 for load splitting. Likewise, the polarization problem would apply to Router 3 and Router 6 and Router 4 and Router 6; that is, it would be impossible in this topology to utilize both Router 3 and Router 6 and Router 4 and Router 6 for load splitting.

ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address

The **ip multicast multipath** command is used with the **s-g-hash** and **next-hop-based** keywords to enable ECMP multicast load splitting based on source, group, and next-hop address. The **next-hop-based** keyword enables a more complex hash, the next-hop-based S-G-hash algorithm, which is based on source, group, and next-hop address. The next-hop-based S-G-hash algorithm is predictable because no randomization is used in calculating the hash value. Unlike the S-hash and basic S-G-hash algorithms, the hash mechanism used by the next-hop-based S-G-hash algorithm is not subject to polarization.

Note The next-hop-based S-G-hash algorithm in IPv4 multicast is the same algorithm used in IPv6 ECMP multicast load splitting, which, in turn, utilizes the same hash function used for PIM-SM bootstrap router (BSR).

The next-hop-based hash mechanism does not produce polarization and also maintains better RPF stability when paths fail. These benefits come at the cost that the source or RP IP addresses cannot be used to

reliably predict and engineer the outcome of load splitting when the next-hop-based S-G-hash algorithm is used. Because many customer networks have implemented equal-cost multipath topologies, the manual engineering of load splitting, thus, is not a requirement in many cases. Rather, it is more of a requirement that the default behavior of IP multicast be similar to IP unicast; that is, it is expected that IP multicast use multiple equal-cost paths on a best-effort basis. Load splitting for IPv4 multicast, therefore, could not be enabled by default because of the anomaly of polarization.

Note Load splitting for CEF unicast also uses a method that does not exhibit polarization and likewise cannot be used to predict the results of load splitting or engineer the outcome of load splitting.

The next-hop-based hash function avoids polarization because it introduces the actual next-hop IP address of PIM neighbors into the calculation, so the hash results are different for each router, and in effect, there is no problem of polarization. In addition to avoiding polarization, this hash mechanism also increases stability of the RPF paths chosen in the face of path failures. Consider a router with four equal-cost paths and a large number of states that are load split across these paths. Suppose that one of these paths fails, leaving only three available paths. With the hash mechanism used by the polarizing hash mechanisms (the hash mechanism used by the S-hash and basic S-G-hash algorithms), the RPF paths of all states would likely reconverge and thus change between those three paths, especially those paths that were already using one of those three paths. These states, therefore, may unnecessarily change their RPF interface and next-hop neighbor. This problem exists simply because the chosen path is determined by taking the total number of paths available into consideration by the algorithm, so once a path changes, the RPF selection for all states is subject to change too. For the next-hop-based hash mechanism, only the states that were using the changed path for RPF would need to reconverge onto one of the three remaining paths. The states that were already using one of those paths would not change. If the fourth path came back up, the states that initially used it would immediately reconverge back to that path without affecting the other states.

Note The next-hop-based S-G-hash algorithm ignores bidir-PIM groups.

Effect of ECMP Multicast Load Splitting on PIM Neighbor Query and Hello Messages for RPF Path Selection

When the **ip multicast multipath** command is not enabled, and there are multiple equal-cost paths towards an RP or a source, IPv4 multicast will first elect the highest IP address PIM neighbor. A PIM neighbor is a router from which PIM hello (or PIMv1 query) messages are received. For example, consider a router that has two equal-cost paths learned by an IGP or configured through two static routes. The next hops of these two paths are 10.1.1.1 and 10.1.2.1. If both of these next-hop routers send PIM hello messages, then 10.1.2.1 would be selected as the highest IP address PIM neighbor. If only 10.1.1.1 sends PIM hello messages, then 10.1.1.1 would be selected. If neither of these routers sends PIM hello messages, then 10.1.2.1 would be selected. This deference to PIM hello messages allows the construction of certain types of dynamic failover scenarios with only static multicast routes (mroutes); it is otherwise not very useful.

Note For more information about configuring static mroutes, see the " Configuring Multiple Static Mroutes in Cisco IOS " configuration note on the Cisco IOS IP multicast FTP site, which is available at the following FTP path: ftp://ftpeng.cisco.com/ipmulticast /config-notes/static-mroutes.txt.

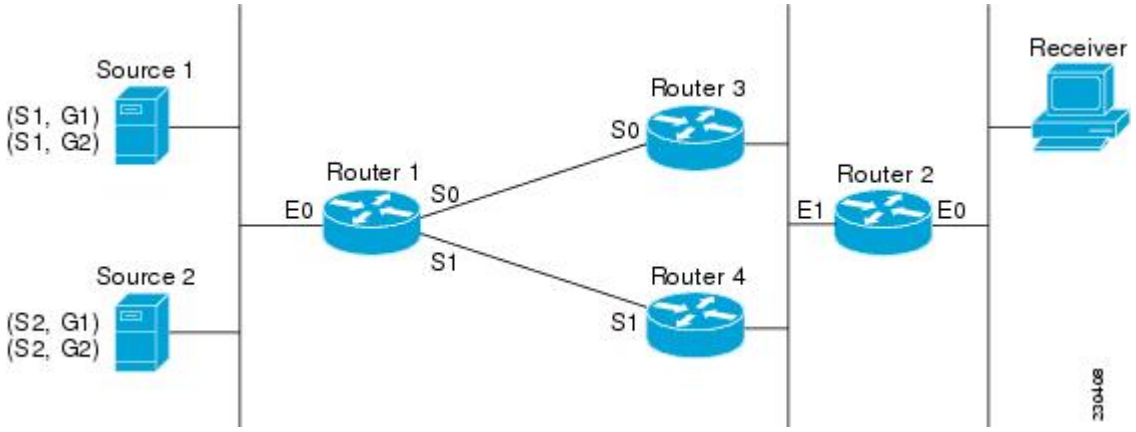
When the **ip multicast multipath** command is enabled, the presence of PIM hello message from neighbors is not considered; that is, the chosen RPF neighbor does not depend on whether or not PIM hello messages are received from that neighbor--it only depends on the presence or absence of an equal-cost route entry.

Effect of ECMP Multicast Loading Splitting on Assert Processing in PIM-DM and DF Election in Bidir-PIM

The **ip multicast multipath** command only changes the RPF selection on the downstream router; it does not have an effect on designated forwarder (DF) election in bidir-PIM or the assert processing on upstream routers in PIM-DM.

The figure illustrates a sample topology that is used in this section to explain the effect of ECMP multicast load splitting on assert processing in PIM-DM and DF election in bidir-PIM.

Figure 4 ECMP Multicast Load Splitting and Assert Processing in PIM-DM and DF Election in Bidir-PIM



In the figure, Router 2 has two equal-cost paths to S1 and S2 and the RP addresses on Router 1. Both paths are across Gigabit Ethernet interface 1/0/0: one path towards Router 3 and one path towards Router 4. For PIM-SM and PIM-SSM (*, G) and (S, G) RPF selection, there is no difference in the behavior of Router 2 in this topology versus Router 2 in the topology illustrated in the figure. There is, however, a difference when using PIM-DM or bidir-PIM.

If PIM-DM is used in the topology illustrated in the figure, Router 3 and Router 4 would start flooding traffic for the states onto Gigabit Ethernet interface 1/0/0 and would use the PIM assert process to elect one router among them to forward the traffic and to avoid traffic duplication. As both Router 3 and Router 4 would have the same route cost, the router with the higher IP address on Gigabit Ethernet interface 1/0/0 would always win the assert process. As a result, if PIM-DM is used in this topology, traffic would not be load split across Router 3 and Router 4.

If bidir-PIM is used in the topology illustrated in the figure, a process called DF election would take place between Router 2, Router 3, and Router 4 on Gigabit Ethernet interface 1/0/0. The process of DF election would elect one router for each RP to forward traffic across Gigabit Ethernet interface 1/0/0 for any groups using that particular RP, based on the router with the highest IP address configured for that interface. Even if multiple RPs are used (for example one for G1 and another one for G2), the DF election for those RPs would always be won by the router that has the higher IP address configured on Gigabit Ethernet interface 1/0/0 (either Router 3 or Router 4 in this topology). The election rules used for DF election are virtually the same as the election rules used for the PIM assert process, only the protocol mechanisms to negotiate them

are more refined for DF election (in order to return the results more expediently). As a result, when bidir-PIM is used in this topology, load splitting would always occur across Gigabit Ethernet interface 1/0/0.

The reason that ECMP multicast load splitting does influence the RPF selection but not the assert process in PIM-DM or DF election in bidir-PIM is because both the assert process and DF election are cooperative processes that need to be implemented consistently between participating routers. Changing them would require some form of protocol change that would also need to be agreed upon by the participating routers. RPF selection is a purely router local policy and, thus, can be enabled or disabled without protocol changes individually on each router.

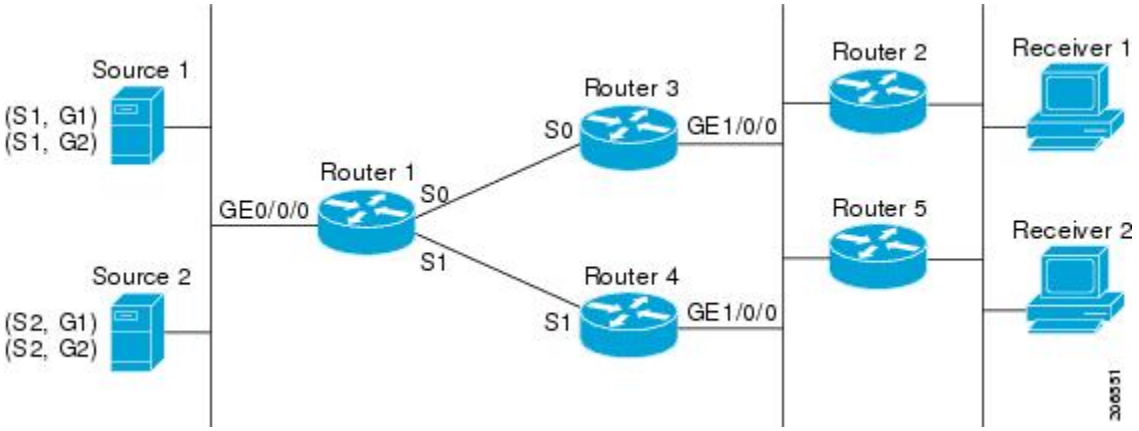
For PIM-DM and bidir-PIM, configuring ECMP multicast load splitting with the **ip multicast multipath** command is only effective in topologies where the equal-cost paths are not upstream PIM neighbors on the same LAN, but rather neighbors on different LANs or point-to-point links.

Effect of ECMP Multicast Load Splitting on the PIM Assert Process in PIM-SM and PIM-SSM

There are also cases where ECMP multicast load splitting with the **ip multicast multipath** command can become ineffective due to the PIM assert process taking over, even when using PIM-SM with (*, G) or (S, G) forwarding or PIM-SSM with (S, G) forwarding.

The figure illustrates a sample topology that is used in this section to explain the effect of ECMP multicast load splitting on the PIM assert process in PIM-SM and PIM-SSM.

Figure 5 ECMP Multicast Load Splitting and the PIM Assert Process in PIM-SM and PIM-SSM



In the topology illustrated in the figure, if both Router 2 and Router 5 are Cisco routers and are consistently configured for ECMP multicast load splitting with the **ip multicast multipath** command, then load splitting would continue to work as expected; that is, both routers would have Router 3 and Router 4 as equal-cost next hops and would sort the list of equal-cost paths in the same way (by IP address). When applying the multipath hash function, for each (S, G) or (*, G) state, they would choose the same RPF neighbor (either Router 3 or Router 4) and send their PIM joins to this neighbor.

If Router 5 and Router 2 are inconsistently configured with the **ip multicast multipath** command, or if Router 5 is a third-party router, then Router 2 and Router 5 may choose different RPF neighbors for some (*, G) or (S, G) states. For example Router 2 could choose Router 3 for a particular (S, G) state or Router 5 could choose Router 4 for a particular (S, G) state. In this scenario, Router 3 and Router 4 would both start to forward traffic for that state onto Gigabit Ethernet interface 1/0/0, see each other's forwarded traffic, and--to avoid traffic duplication--start the assert process. As a result, for that (S, G) state, the router with

the higher IP address for Gigabit Ethernet interface 1/0/0 would forward the traffic. However, both Router 2 and Router 5 would be tracking the winner of the assert election and would send their PIM joins for that state to this assert winner, even if this assert winner is not the same router as the one that they calculated in their RPF selection. For PIM-SM and PIM-SSM, therefore, the operation of ECMP multicast load splitting can only be guaranteed when all downstream routers on a LAN are consistently configured Cisco routers.

ECMP Multicast Load Splitting and Reconvergence When Unicast Routing Changes

When unicast routing changes, all IP multicast routing states reconverge immediately based on the available unicast routing information. Specifically, if one path goes down, the remaining paths reconverge immediately, and if the path comes up again, multicast forwarding will subsequently reconverge to the same RPF paths that were used before the path failed. Reconvergence occurs whether the **ip multicast multipath** command is configured or not.

Use of BGP with ECMP Multicast Load Splitting

ECMP multicast load splitting works with RPF information learned through BGP in the same way as with RPF information learned from other protocols: It chooses one path out of the multiple paths installed by the protocol. The main difference with BGP is that it only installs a single path, by default. For example, when a BGP speaker learns two identical external BGP (eBGP) paths for a prefix, it will choose the path with the lowest router ID as the best path. The best path is then installed in the IP routing table. If BGP multipath support is enabled and the eBGP paths are learned from the same neighboring AS, instead of picking the single best path, BGP installs multiple paths in the IP routing table. By default, BGP will install only one path to the IP routing table.

To leverage ECMP multicast load splitting for BGP learned prefixes, you must enable BGP multipath using the **maximum-paths** command. Once configured, when BGP installs the remote next-hop information, RPF lookups will execute recursively to find the best next hop towards that BGP next hop (as in unicast). If for example there is only a single BGP path for a given prefix, but there are two IGP paths to reach that BGP next hop, then multicast RPF will correctly load split between the two different IGP paths.

Note For more information about BGP multipath, see the " iBGP Multipath Load Sharing " and " BGP Multipath Load Sharing for Both eBGP and iBGP in an MPLS-VPN " modules.

Use of ECMP Multicast Load Splitting with Static Mroutes

If it is not possible to use an IGP to install equal cost routes for certain sources or RPs, static routes can be configured using the **ip route** command to specify the equal-cost paths for load splitting. You cannot use static mroutes (configured with the **ip mroute** command) to configure equal-cost paths because the software does not support the configuration of one static mroute per prefix. There are some workarounds for this limitation using recursive route lookups, but the workarounds cannot be applied to equal-cost multipath routing.

Note For more information about configuring static mroutes, see the " Configuring Multiple Static Mroutes in Cisco IOS " configuration note on the Cisco IOS IP multicast FTP site, which is available at the following FTP path: ftp://ftpeng.cisco.com/ipmulticast /config-notes/static-mroutes.txt.

If you only want to specify static mroutes for equal-cost multipaths, in IPv4 multicast you can specify static mroutes using the **ip mroute** command; those static mroutes, however, would only apply to multicast. If you want to specify that the equal-cost multipaths apply to both unicast and multicast routing, you can configure static routes using the **ip route** command. In IPv6 multicast, there is no such restriction; that is, equal-cost multipath mroutes can be configured for static IPv6 mroutes that apply to only unicast routing, only multicast routing, or both.

Note For more information about configuring IPv6 static mroutes, see the " Implementing IPv6 Multicast " module.

Alternative Methods of Load Splitting IP Multicast Traffic

Load splitting of IP multicast traffic can also be achieved by consolidating multiple parallel links into a single tunnel over which the multicast traffic is then routed. This method of load splitting is more complex to configure than ECMP multicast load splitting using the **ip multicast multipath** command. One such case where configuring load splitting across equal-cost paths using GRE links can be beneficial is the case where the total number of (S, G) or (*, G) states is so small and the bandwidth carried by each state so variable that even the manual engineering of the source or RP addresses cannot guarantee the appropriate load splitting of the traffic.

Note With the availability of ECMP multicast load splitting, tunnels typically only need to be used if per-packet load sharing is required.

IP multicast traffic can also be used to load split across bundle interfaces, such as Fast or Gigabit EtherChannel interfaces, MLPPP link bundles or Multilink Frame Relay (FRF.16) bundles. GRE or other type of tunnels can also constitute such forms of Layer 2 link bundles. Before using such an Layer 2 mechanism, it is necessary to understand how unicast and multicast traffic is load split.

Note Before load splitting IP multicast traffic across equal-cost paths over a tunnel, you need to configure CEF per-packet load balancing or else the GRE packets will not be load balanced per packet. For information about configuring CEF per-packet load balancing, see the " Configuring a Load-Balancing Scheme for CEF Traffic " module.

For more information about software support of MLPPP link bundles, Fast or Gigabit EtherChannels, and Multilink Frame Relay (FRF.16) bundles, perform a search on the Cisco Support site based on your hardware platform.

How to Load Split IP Multicast Traffic over ECMP

Enabling ECMP Multicast Load Splitting

Perform the following tasks to load split IP multicast traffic across multiple equal-cost paths, based on source address.

If two or more equal-cost paths from a source are available, unicast traffic will be load split across those paths. However, by default, multicast traffic is not load split across multiple equal-cost paths. In general, multicast traffic flows down from the RPF neighbor. According to PIM specifications, this neighbor must have the highest IP address if more than one neighbor has the same metric.

Configuring load splitting with the **ip multicast multipath** command causes the system to load split multicast traffic across multiple equal-cost paths based on source address using the S-hash algorithm. When the **ip multicast multipath** command is configured and multiple equal-cost paths exist, the path in which multicast traffic will travel is selected based on the source IP address. Multicast traffic from different sources will be load split across the different equal-cost paths. Load splitting will not occur across equal-cost paths for multicast traffic from the same source sent to different multicast groups.

Note The **ip multicast multipath**command load splits the traffic and does not load balance the traffic. Traffic from a source will use only one path, even if the traffic far outweighs traffic from other sources.

Prerequisites

- Be sure to enable the **ip multicast multipath** command on the router that is supposed to be the receiver for traffic from more than one incoming interfaces, which is opposite of unicast routing. From the perspective of unicast, multicast is active on the sending router connecting to more than one outgoing interfaces.
- When enabling ECMP multicast load splitting based on source address, make sure you have an adequate number of sources (that is, at least more than two sources). Because ECMP multicast load splitting is statistically based on source address, if you only have two sources, the two sources may end up using the same link, which, of course, negates ECMP load splitting capabilities.
- When using PIM-SM with shortest path tree (SPT) forwarding, ensure that the T-bit is set for the forwarding of all (S, G) states.
- Before performing this task ensure that there are multiple paths for sources. Use the **show ip route** command with the IP address of the source for the *ip-address*argument to validate that there are multiple paths available to the source or the IP address of the RP to validate that there are multiple paths available to the RP. If you do not see multiple paths in the output of the **show ip route** command, then you will not be able to configure ECMP multicast load splitting using the **ip multicast multipath** command.
- Prior to configuring ECMP multicast load splitting, it is best practice to use the **show ip rpf** command to validate whether sources can take advantage of IP multicast multipath capabilities.

- BGP does not install multiple equal-cost paths by default. Use the **maximum-paths** command to configure multipath (for example in BGP). For more information, see the Use of BGP with ECMP Multicast Load Splitting, page 32 section.

Restrictions

The **ip multicast multipath** command does not support configurations in which the same PIM neighbor IP address is reachable through multiple equal-cost paths. This situation typically occurs if unnumbered interfaces are used. Use different IP addresses for all interfaces when configuring the **ip multicast multipath** command.

Enabling ECMP Multicast Load Splitting Based on Source Address

Perform this task to enable ECMP multicast load splitting of multicast traffic based on source address (using the S-hash algorithm) to take advantage of multiple paths through the network. The S-hash algorithm is predictable because no randomization is used in calculating the hash value. The S-hash algorithm, however, is subject to polarization because for a given source, the same hash is always picked irrespective of the router the hash is being calculated on.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip multicast multipath**
4. Repeat Steps 1 through 3 on all the routers in a redundant topology.
5. **end**
6. **show ip rpf** *source-address* [*group-address*]
7. **show ip route** *ip-address*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Router> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Router# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 3	**ip multicast multipath** **Example:** `Router(config)# ip multicast multipath`	Enables ECMP multicast load splitting based on source address using the S-hash algorithm. • Because this command changes the way an RPF neighbor is selected, it must be configured consistently on all routers in a redundant topology to avoid looping. **Note** Be sure to enable the **ip multicast multipath** command on the router that is supposed to be the receiver for traffic from more than one incoming interfaces, which is opposite to unicast routing. From the perspective of unicast, multicast is active on the sending router connecting to more than one outgoing interfaces.
Step 4	Repeat Steps 1 through 3 on all the routers in a redundant topology.	--
Step 5	**end** **Example:** `Router(config)# end`	Exits global configuration mode and returns to privileged EXEC mode.
Step 6	**show ip rpf** *source-address* [*group-address*] **Example:** `Router# show ip rpf 10.1.1.2`	(Optional) Displays the information that IP multicast routing uses to perform the RPF check. • Use this command to verify RPF selection so as to ensure that IP multicast traffic is being properly load split.
Step 7	**show ip route** *ip-address* **Example:** `Router# show ip route 10.1.1.2`	(Optional) Displays the current state of the IP routing table. • Use this command to verify that there multiple paths available to a source or RP for ECMP multicast load splitting. • For the *ip-address* argument, enter the IP address of a source to validate that there are multiple paths available to the source (for shortest path trees) or the IP address of an RP to validate that there are multiple paths available to the RP (for shared trees).

Enabling ECMP Multicast Load Splitting Based on Source and Group Address

Perform this task to enable ECMP multicast load splitting of multicast traffic based on source and group address (using the basic S-G-hash algorithm) to take advantage of multiple paths through the network. The basic S-G-hash algorithm is predictable because no randomization is used in calculating the hash value.The basic S-G-hash algorithm, however, is subject to polarization because for a given source and group, the same hash is always picked irrespective of the router the hash is being calculated on.

The basic S-G-hash algorithm provides more flexible support for ECMP multicast load splitting than the the S-hash algorithm. Using the basic S-G-hash algorithm for load splitting, in particular, enables multicast traffic from devices that send many streams to groups or that broadcast many channels, such as IPTV servers or MPEG video servers, to be more effectively load split across equal-cost paths.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip multicast multipath s-g-hash basic**
4. Repeat Steps 1 through 3 on all the routers in a redundant topology.
5. **end**
6. **show ip rpf** *source-address* [*group-address*]
7. **show ip route** *ip-address*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Router> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Router# configure terminal`	Enters global configuration mode.
Step 3	**ip multicast multipath s-g-hash basic** **Example:** `Router(config)# ip multicast multipath s-g-hash basic`	Enables ECMP multicast load splitting based on source and group address using the basic S-G-hash algorithm. • Because this command changes the way an RPF neighbor is selected, it must be configured consistently on all routers in a redundant topology to avoid looping. **Note** Be sure to enable the **ip multicast multipath** command on the router that is supposed to be the receiver for traffic from more than one incoming interfaces, which is opposite to unicast routing. From the perspective of unicast, multicast is active on the sending router connecting to more than one outgoing interfaces.
Step 4	Repeat Steps 1 through 3 on all the routers in a redundant topology.	--
Step 5	**end** **Example:** `Router(config)# end`	Exits global configuration mode and returns to privileged EXEC mode.

	Command or Action	Purpose
Step 6	**show ip rpf** *source-address* [*group-address*] **Example:** `Router# show ip rpf 10.1.1.2`	(Optional) Displays the information that IP multicast routing uses to perform the RPF check. • Use this command to verify RPF selection so as to ensure that IP multicast traffic is being properly load split.
Step 7	**show ip route** *ip-address* **Example:** `Router# show ip route 10.1.1.2`	(Optional) Displays the current state of the IP routing table. • Use this command to verify that there multiple paths available to a source or RP for ECMP multicast load splitting. • For the *ip-address* argument, enter the IP address of a source to validate that there are multiple paths available to the source (for shortest path trees) or the IP address of an RP to validate that there are multiple paths available to the RP (for shared trees).

Enabling ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address

Perform this task to enable ECMP multicast load splitting of multicast traffic based on source, group, and next-hop address (using the next-hop-based S-G-hash algorithm) to take advantage of multiple paths through the network. The next-hop-based S-G-hash algorithm is predictable because no randomization is used in calculating the hash value. Unlike the S-hash and basic S-G-hash algorithms, the hash mechanism used by the next-hop-based S-G-hash algorithm is not subject to polarization.

The next-hop-based S-G-hash algorithm provides more flexible support for ECMP multicast load splitting than S-hash algorithm and eliminates the polarization problem. Using the next-hop-based S-G-hash algorithm for ECMP multicast load splitting enables multicast traffic from devices that send many streams to groups or that broadcast many channels, such as IPTV servers or MPEG video servers, to be more effectively load split across equal-cost paths.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip multicast multipath s-g-hash next-hop-based**
4. Repeat Steps 1 through 3 on all the routers in a redundant topology.
5. **end**
6. **show ip rpf** *source-address* [*group-address*]
7. **show ip route** *ip-address*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Router> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Router# configure terminal`	Enters global configuration mode.
Step 3	**ip multicast multipath s-g-hash next-hop-based** **Example:** `Router(config)# ip multicast multipath s-g-hash next-hop-based`	Enables ECMP multicast load splitting based on source, group, and next-hop-address using the next-hop-based S-G-hash algorithm. • Because this command changes the way an RPF neighbor is selected, it must be configured consistently on all routers in a redundant topology to avoid looping. **Note** Be sure to enable the **ip multicast multipath** command on the router that is supposed to be the receiver for traffic from more than one incoming interfaces, which is opposite to unicast routing. From the perspective of unicast, multicast is active on the sending router connecting to more than one outgoing interfaces.
Step 4	Repeat Steps 1 through 3 on all the routers in a redundant topology.	--
Step 5	**end** **Example:** `Router(config)# end`	Exits global configuration mode and returns to privileged EXEC mode.
Step 6	**show ip rpf** *source-address* [*group-address*] **Example:** `Router# show ip rpf 10.1.1.2`	(Optional) Displays the information that IP multicast routing uses to perform the RPF check. • Use this command to verify RPF selection so as to ensure that IP multicast traffic is being properly load split.

	Command or Action	Purpose
Step 7	**show ip route** *ip-address* **Example:** `Router# show ip route 10.1.1.2`	(Optional) Displays the current state of the IP routing table. • Use this command to verify that there multiple paths available to a source or RP for ECMP multicast load splitting. • For the *ip-address* argument, enter the IP address of a source to validate that there are multiple paths available to the source (for shortest path trees) or the IP address of an RP to validate that there are multiple paths available to the RP (for shared trees).

Configuration Examples for Load Splitting IP Multicast Traffic over ECMP

Example Enabling ECMP Multicast Load Splitting Based on Source Address

The following example shows how to enable ECMP multicast load splitting on a router based on source address using the S-hash algorithm:

```
ip multicast multipath
```

Example Enabling ECMP Multicast Load Splitting Based on Source and Group Address

The following example shows how to enable ECMP multicast load splitting on a router based on source and group address using the basic S-G-hash algorithm:

```
ip multicast multipath s-g-hash basic
```

Example Enabling ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address

The following example shows how to enable ECMP multicast load splitting on a router based on source, group, and next-hop address using the next-hop-based S-G-hash algorithm:

```
ip multicast multipath s-g-hash next-hop-based
```

Additional References

Related Documents

Related Topic	Document Title
IP multicast commands: complete command syntax, command mode, command history, defaults, usage guidelines, and examples	*Cisco IOS IP Multicast Command Reference*

Standards

Standard	Title
No new or modified standards are supported by this feature, and support for existing standards has not been modified by this feature.	--

MIBs

MIB	MIBs Link
No new or modified MIBs are supported by this feature, and support for existing MIBs has not been modified by this feature.	To locate and download MIBs for selected platforms, Cisco software releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

RFCs

RFC	Title
RFC 4601	Protocol Independent Multicast-Sparse Mode (PIM-SM): Protocol Specification

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/cisco/web/support/index.html

Feature Information for Load Splitting IP Multicast Traffic over ECMP

The following table provides release information about the feature or features described in this module. This table lists only the software release that introduced support for a given feature in a given software release train. Unless noted otherwise, subsequent releases of that software release train also support that feature.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to www.cisco.com/go/cfn. An account on Cisco.com is not required.

Table 3 Feature Information for Load Splitting IP Multicast Traffic over ECMP

Feature Name	Releases	Feature Information
IP Multicast Load Splitting across Equal-Cost Paths	--	The IP Multicast Load Splitting Across Equal Paths feature enables load splitting of IP multicast traffic across equal-cost paths. Prior to this feature, when there were equal-cost paths between routers, IP multicast packets traversed only one path. If a tunnel was configured, the same next hop was always used, and no load splitting occurred. The following commands were introduced or modified: **ip multicast multipath**.

Feature Name	Releases	Feature Information
IP Multicast Load Splitting--Equal Cost Multipath (ECMP) Using S, G and Next Hop	12.2(33)SRB 15.0(1)M 15.0(1)S	The IP Multicast Load Splitting--Equal Cost Multipath (ECMP) Using S, G and Next Hop feature introduces more flexible support for ECMP multicast load splitting by adding support for load splitting based on source and group address and on source, group, and next-hop address. This feature enables multicast traffic from devices that send many streams to groups or that broadcast many channels, such as IPTV servers or MPEG video servers, to be more effectively load split across equal-cost paths. Prior to the introduction of this feature, the Cisco IOS software only supported ECMP multicast load splitting based on source address, which restricted multicast traffic sent by a single source to multiple groups from being load split across equal-cost paths. The following commands were introduced or modified: **ip multicast multipath**.

PIM Dense Mode State Refresh

This feature module describes the Protocol Independent Multicast (PIM) Dense Mode (DM) State Refresh feature, which is an extension to the dense operational mode of the PIM Version 2 multicast routing architecture.

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest feature information and caveats, see the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the Feature Information Table at the end of this document.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to www.cisco.com/go/cfn. An account on Cisco.com is not required.

Prerequisite for PIM Dense Mode State Refresh

- You must have PIM dense mode enabled on an interface before configuring the PIM Dense Mode State Refresh feature.

Restrictions on PIM Dense Mode State Refresh

- All routers in a PIM dense mode network must run a software release that supports the PIM Dense Mode State Refresh feature to process and forward state refresh control messages.
- The origination interval for the state refresh control message must be the same for all PIM routers on the same LAN. Specifically, the same origination interval must be configured on each router interface that is directly connected to the LAN.

Information About PIM Dense Mode State Refresh

PIM Dense Mode State Refresh Overview

The PIM Dense Mode State Refresh feature is an extension of the PIM Version 2 multicast routing architecture.

PIM dense mode builds source-based multicast distribution trees that operate on a flood and prune principle. Multicast packets from a source are flooded to all areas of a PIM dense mode network. PIM routers that receive multicast packets and have no directly connected multicast group members or PIM neighbors send a prune message back up the source-based distribution tree toward the source of the packets. As a result, subsequent multicast packets are not flooded to pruned branches of the distribution tree. However, the pruned state in PIM dense mode times out approximately every 3 minutes and the entire PIM dense mode network is reflooded with multicast packets and prune messages. This reflooding of unwanted traffic throughout the PIM dense mode network consumes network bandwidth.

The PIM Dense Mode State Refresh feature keeps the pruned state in PIM dense mode from timing out by periodically forwarding a control message down the source-based distribution tree. The control message refreshes the prune state on the outgoing interfaces of each router in the distribution tree.

Benefits of PIM Dense Mode State Refresh

The PIM Dense Mode State Refresh feature keeps the pruned state in PIM dense mode from timing out, which saves network bandwidth by greatly reducing the reflooding of unwanted multicast traffic to pruned branches of the PIM dense mode network. This feature also enables PIM routers in a PIM dense mode multicast network to recognize topology changes (sources joining or leaving a multicast group) before the default 3-minute state refresh timeout period.

How to Configure PIM Dense Mode State Refresh

Configuring PIM Dense Mode State Refresh

There are no configuration tasks for enabling the PIM Dense Mode State Refresh feature. By default, all PIM routers that are running a Cisco IOS XE software release that supports the PIM Dense Mode State Refresh feature automatically process and forward state refresh control messages.

To disable the processing and forwarding of state refresh control messages on a PIM router, use the **ip pim state-refresh disable**global configuration command. To enable state refresh again if it has been disabled, use the **no ip pim state-refresh disable**global configuration command.

The origination of state refresh control messages is disabled by default. To configure the origination of the control messages on a PIM router, use the following commands beginning in global configuration mode:

Command	Purpose
`Router(config)#` **interface** *type number*	Specifies an interface and places the router in interface configuration mode.
`Router(config-if)#` **ip pim state-refresh origination-interval** [*interval*]	Configures the origination of the PIM Dense Mode State Refresh control message. Optionally, you can configure the number of seconds between control messages by using the *interval* argument. The default interval is 60 seconds. The interval range is 1 second to 100 seconds.

Verifying PIM Dense Mode State Refresh Configuration

Use the **show ip pim interface** [*type number*] **detail** and the **show ip pim neighbor** [*interface*] commands to verify that the PIM Dense Mode State Refresh feature is configured correctly. The following output of the **show ip pim interface** [*type number*] **detail** command indicates that processing, forwarding, and origination of state refresh control messages is enabled.

```
Router# show ip pim interface fastethernet 0/1/0 detail
FastEthernet0/1/0 is up, line protocol is up
  Internet address is 172.16.8.1/24
  Multicast switching:process
  Multicast packets in/out:0/0
  Multicast boundary:not set
  Multicast TTL threshold:0
  PIM:enabled
    PIM version:2, mode:dense
    PIM DR:172.16.8.1 (this system)
    PIM neighbor count:0
    PIM Hello/Query interval:30 seconds
    PIM State-Refresh processing:enabled
    PIM State-Refresh origination:enabled, interval:60 seconds
    PIM NBMA mode:disabled
    PIM ATM multipoint signalling:disabled
    PIM domain border:disabled
  Multicast Tagswitching:disabled
```

The S in the Mode field of the following **show ip pim neighbor** [*interface*] command output indicates that the neighbor has the PIM Dense Mode State Refresh feature configured.

```
Router# show ip pim neighbor
PIM Neighbor Table
Neighbor          Interface          Uptime/Expires    Ver   DR
Address                                                    Priority/Mode
172.16.5.1        Ethernet1/1        00:09:03/00:01:41 v2    1 / B S
```

Monitoring and Maintaining PIM DM State Refresh

Following are the PIM Dense Mode State Refresh control messages that are sent and received by a PIM router after the **debug ip pim** privileged EXEC command is configured for multicast group 239.0.0.1:

```
Router# debug ip pim 239.0.0.1
*Mar  1 00:25:10.416:PIM:Originating refresh message for
(172.16.8.3,239.0.0.1)
*Mar  1 00:25:10.416:PIM:Send SR on GigabitEthernet1/1/0 for (172.16.8.3,239.0.0.1)
TTL=9
```

The following output from the **show ip mroute** command displays are the resulting prune timer changes for GigabitEthernet interface1/0/0 and multicast group 239.0.0.1. (The following output assumes that the

debug ip pim privileged EXEC command has already been configured on the router.) In the first output from the **show ip mroute** command, the prune timer reads 00:02:06. The debug messages indicate that a PIM Dense Mode State Refresh control message is received and sent on Ethernet interface 1/0, and that other PIM Dense Mode State Refresh routers were discovered. In the second output from the **show ip mroute** command, the prune timer has been reset to 00:02:55.

```
Router# show ip mroute 239.0.0.1
(172.16.8.3, 239.0.0.1), 00:09:50/00:02:06, flags:PT
  Incoming interface:GigabitEthernet1/1/0, RPF nbr 172.16.5.2
  Outgoing interface list:
    GigabitEthernet1/0/0, Prune/Dense, 00:09:43/00:02:06
Router#
*Mar  1 00:32:06.657:PIM:SR on iif from 172.16.5.2 orig 172.16.8.1 for
(172.16.8.3,239.0.0.1)
*Mar  1 00:32:06.661:     flags:prune-indicator
*Mar  1 00:32:06.661:PIM:Cached metric is [0/0]
*Mar  1 00:32:06.661:PIM:Keep RPF nbr 172.16.5.2
*Mar  1 00:32:06.661:PIM:Send SR on Ethernet1/0 for (172.16.8.3,239.0.0.1)
TTL=8
*Mar  1 00:32:06.661:     flags:prune-indicator
Router# show ip mroute 239.0.0.1
(172.16.8.3, 239.0.0.1), 00:10:01/00:02:55, flags:PT
  Incoming interface:GigabitEthernet1/1/0, RPF nbr 172.16.5.2
  Outgoing interface list:
    GigabitEthernet1/0/0, Prune/Dense, 00:09:55/00:02:55
```

Configuration Examples for PIM Dense Mode State Refresh

Originating Processing and Forwarding PIM Dense Mode State Refresh Control Messages Example

The following example is for a PIM router that is originating, processing, and forwarding PIM Dense Mode State Refresh control messages on Fast Ethernet interface 0/1/0 every 60 seconds:

```
ip multicast-routing distributed
interface FastEthernet0/1/0
 ip address 172.16.8.1 255.255.255.0
 ip pim state-refresh origination-interval 60
 ip pim dense-mode
```

Processing and Forwarding PIM Dense Mode State Refresh Control Messages Example

The following example is for a PIM router that is just processing and forwarding PIM Dense Mode State Refresh control messages on Fast Ethernet interface 1/1/0:

```
ip multicast-routing
interface FastEthernet1/1/0
 ip address 172.16.7.3 255.255.255.0
 ip pim dense-mode
```

Additional References

Related Documents

Related Topic	Document Title
The PIM Dense Mode State Refresh feature is an extension of the PIM Version 2 multicast routing architecture	"Configuring Basic IP Multicast" module
IP multicast commands: complete command syntax, command mode, defaults, command history, usage guidelines, and examples	*Cisco IOS IP Multicast Command Reference*

Standards

Standard	Title
No new or modified standards are supported by this feature, and support for existing standards has not been modified by this feature.	--

MIBs

MIB	MIBs Link
No new or modified MIBs are supported by this feature, and support for existing standards has not been modified by this feature.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

RFCs

RFC	Title
No new or modified RFCs are supported by this feature, and support for existing standards has not been modified by this feature.	--

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/techsupport