Network Layer IV

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Chapter 4: Roadmap

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4.2 Virtual circuit and datagram networks
4.3 What’s inside a router
4.4 IP: Internet Protocol
4.5 Routing algorithms
   - Link state
   - Distance Vector
   - Hierarchical routing
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Distance Vector Algorithm

• Two metrics known to each node $x$
  – Estimate $D_x(y)$ of least cost from $x$ to $y$
  – Link cost $c(x,v)$ to reach $x$’s immediate neighbors

• Each node maintains a distance vector:

$$\vec{D}_x = \{D_x(y) : y \in V\}$$

• Node $x$ periodically asks its neighbors for their distance vectors
  – Thus, $x$ has access to the following for each neighbor $v$

$$\vec{D}_v = \{D_v(y) : y \in V\}$$
Distance Vector Algorithm (cont’d)

Basic idea (Bellman-Ford):

- When a node $x$ receives new DV estimate from neighbor $v$, it updates its own DV using the Bellman-Ford equation:

\[ D_x(y) \leftarrow \min\{D_x(y), c(x,v) + D_v(y)\}, \forall y \in V \]

- Centralized Bellman Ford requires $O(|V| \cdot |E|)$ time
  - Dijkstra’s algorithm was $O(|V| \cdot \log|V|)$
  - Convergence of decentralized version depends on topology, link weights, update delays, and timing of events

- Bellman Ford allows negative weights
**Distance Vector Algorithm (cont’d)**

**Iterative, asynchronous**

Each iteration caused by:
- Local link cost change
- DV update message from neighbor

**Distributed:**
- Each node notifies neighbors *only* when its DV changes
  - Neighbors then notify their neighbors if necessary

Each node:

- wait for (change in local link cost or msg from neighbor)
- recompute estimates
- if DV to any dest has changed, notify neighbors
<table>
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<th>cost to</th>
<th>from</th>
<th>cost to</th>
<th>from</th>
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<td>z</td>
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<td>y</td>
<td>z</td>
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<td>x</td>
<td>0</td>
</tr>
<tr>
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<td>5</td>
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<tr>
<td>z</td>
<td>∞</td>
<td>∞</td>
<td>5</td>
<td>z</td>
<td>7</td>
</tr>
</tbody>
</table>

**Diagram:**

- **Node x table:**
  - From x: [0, 2, 7]
  - From y: [∞, ∞, ∞]
  - From z: [∞, ∞, ∞]

- **Node y table:**
  - From x: [∞, ∞, ∞]
  - From y: [2, 0, 1]
  - From z: [∞, ∞, ∞]

- **Node z table:**
  - From x: [∞, ∞, ∞]
  - From y: [2, 0, 1]
  - From z: [7, 1, 0]
Distance Vector: Link Cost Changes

Link cost changes:
• Node detects local link cost change
• Recalculates distance vector, updates routing info if needed
• If DV changes, notifies neighbors

“good news travels fast”
• Node $y$ detects link-cost change, updates its distance to $x$, and informs its neighbors
• Node $z$ receives $y$’s message and updates its table; computes a new least-cost to $x$ and sends its DV to $x$ and $y$
• Finally, node $y$ receives $z$’s vector and updates its distance table; $y$’s least costs do not change and hence $y$ does not send any messages after that
Distance Vector: Link Cost Changes

Link cost changes:
• Good news travels fast
• Bad news travels slow – “count to infinity” problem!
• 46 iterations before algorithm stabilizes

Poisoned reverse (“split horizon”):
• If \( z \) routes through \( y \) to get to \( x \):
  - \( z \) tells \( y \) that its (\( z \)’s) distance to \( x \) is infinite (so \( y \) won’t route to \( x \) via \( z \))
• Will this completely solve count to infinity problem?
Comparison of LS and DV Algorithms

Message complexity
- **LS**: with $n$ nodes, $E$ links, $O(nE)$ msgs sent
- **DV**: exchange between neighbors only
  - Depends on convergence time

Time to Convergence
- **LS**: $O(n \log n)$ algorithm + delay to send $O(nE)$ msgs
  - Oscillations (cost = congestion)
- **DV**: convergence time varies
  - May have routing loops
  - Count-to-infinity problem

Robustness: what happens if router malfunctions?
- **LS**:
  - Node can advertise incorrect link cost
  - Affects only a small portion of the graph
- **DV**:
  - DV node can advertise incorrect path cost
  - Each node’s table used by others
  - Errors propagate thru network
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Hierarchical Routing

Problems in practice:
• Memory: can’t store paths to all destinations in a routing table (several billion links)
• CPU time: can’t overload routers with such huge computational expense
• Message overhead: routing table exchanges would overload links

• Competitiveness: ISPs not willing to share their topology with others

Solution: administrative autonomy
• Internet = network of networks
• Network admins control routing in their own networks, export reachable subnets to outside world
Hierarchical Routing

- Aggregate routers into regions called **AS** (Autonomous Systems)
- Routers in the same AS run the same algorithm
  - Accomplished via intra-AS routing protocols
- ISPs gain flexibility
  - Routers in different ASes can run different intra-AS protocols that cannot directly speak to each other, which is OK

Gateway routers

- Direct links to routers in other ASes
- Exchange routing view of each AS using an inter-AS protocol
  - Summary of subnets to which this AS is willing to route

Texas A&M owns AS3794 with two subnets: 128.194/16 and 165.91/16
**Interconnected ASes**

- Intra-AS sets entries for all internal dests
  - E.g., 1a plots shortest path to 1b using link-state alg
- Inter-AS accepts external dests from neighbor ASes
  - E.g., 1b learns 128.194/16 is reachable via AS2
- Inter-AS broadcasts pairs (subnet, exit router)
  - E.g., 1b notifies all routers in AS1 that it can reach 128.194/16

Terminology: exit router = border router = gateway
Example: Choosing Among Multiple ASes

• Now suppose AS1 learns from the inter-AS protocol that 128.194/16 is reachable from AS3 and from AS2
  - To configure forwarding table, routers in AS1 must determine towards which exit (1c or 1b) they must forward packets

• This is also the job of inter-AS routing protocol!
  - Usually based on ISP policy, SLAs, prior traffic engineering

• Hot potato routing: send packet towards closest of two exit points (other options discussed later)
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   - OSPF
   - BGP
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Intra-AS Routing

- Common intra-AS routing protocols:
  - RIP: Routing Information Protocol (DV)
  - OSPF: Open Shortest Path First (LS)
  - IGRP: Interior Gateway Routing Protocol (Cisco proprietary, DV, now obsolete); EIGRP (Extended IGRP)
  - IS-IS (Intermediate System to Intermediate System, LS)
- For Inter-AS, there is now just one option
  - BGP (Border Gateway Protocol)
  - All ISPs must support it
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RIP (Routing Information Protocol)

- Included in BSD-UNIX distribution in 1982
  - Distance vector algorithm
- Distance metric: # of hops (max = 15)
  - Distance vectors: exchanged among neighbors every 30 sec using advertisement messages
  - Each message: lists of up to 25 destination nets within AS

```
<table>
<thead>
<tr>
<th>Destination</th>
<th>Hops from A</th>
</tr>
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<tbody>
<tr>
<td>u</td>
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</tr>
<tr>
<td>v</td>
<td>2</td>
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<td>y</td>
<td>3</td>
</tr>
<tr>
<td>z</td>
<td>2</td>
</tr>
</tbody>
</table>
```
RIP: Link Failure and Recovery

- If no advertisement heard after 180 sec → neighbor/link declared dead
  - Routes via neighbor invalidated
  - New advertisements sent to neighbors
  - Neighbors in turn send out new advertisements (if tables changed)
  - Link-failure info propagates to entire network

- That’s why it is important to assign high priority to packets from routing protocols at ISP routers
  - Shows that QoS can work in a limited context

- RIP uses poisoned reverse to prevent loops (infinite distance = 16 hops)
RIP Table Processing

- RIP routing tables managed by an application-level process called *routed* (daemon)
- Advertisements sent in UDP packets (port 520)

Note: named, smtpd, etc. are Unix daemons (services)
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**OSPF (Open Shortest Path First)**

- “Open”: protocol specifications publicly available
- Uses Link State (LS) algorithm
  - LS packet dissemination
  - Topology map at each node
  - Route computation using Dijkstra’s algorithm
- Advertisements disseminated to **entire AS** (via flooding)
  - Carried in OSPF messages directly over IP (rather than TCP or UDP) using protocol number 89
  - Layer 3.5 similar to ICMP
  - Handles own error detection/correction
OSPF “Advanced” Features (Not in RIP)

- **Security:** all OSPF messages authenticated to prevent malicious intrusion
- **Multiple same-cost paths** allowed (only one path in RIP)
- **Integrated uni- and multicast support:**
  - Multicast OSPF (MOSPF) uses same topology database as OSPF
- **Hierarchical OSPF** in large domains
Hierarchical OSPF
**Hierarchical OSPF**

- **Two-level hierarchy:** local area, backbone
  - Link-state advertisements only in area
  - Each node has a detailed topology for the area it belongs to and shortest paths to all destinations therein

- **Area border routers:** “summarize” distances to networks in their own area, advertise to other area border routers

- **Backbone routers:** run OSPF routing limited to the backbone

- **Boundary routers:** connect to other AS’s