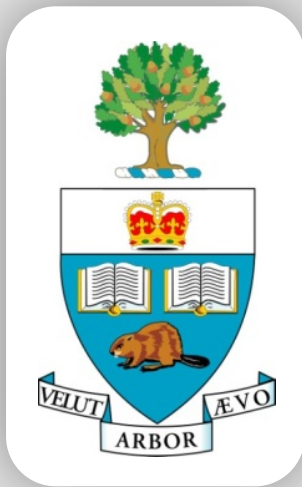


CSC 458/2209 – Computer Networks

Handout # 9:

Internet Topology and Routing



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Slides adapted from

Professor Yashar Ganjali

Announcements

- Don't forget the programming assignment.
 - Due: **Sunday Oct. 22 at 11:59pm.**
 - Take advantage of tutorials, and TA office hours.
 - Don't leave it to the last minute.
 - Submit electronically on MarkUs.
- Midterm: **Tuesday October 17th 6:00 – 8:00PM**
 - For all sections
 - Location: TBA
 - For undergraduate and graduate students
- Reading for this week: Chapter 4

Outline

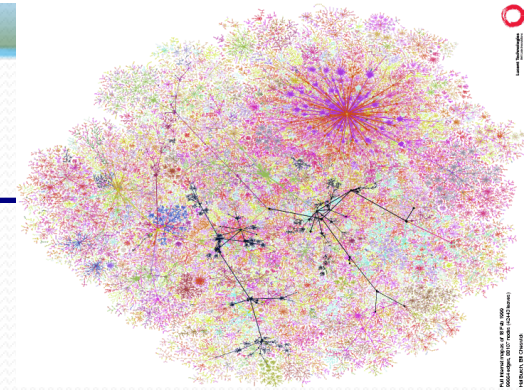


Internet's Topology

- Internet's two-tiered topology
 - AS-level topology AS: autonomous system
 - Router-level topology
-
- Routing in the Internet
 - Hierarchy and Autonomous Systems
 - Interior Routing Protocols: RIP, OSPF
 - Exterior Routing Protocol: BGP

Internet Routing Architecture

- Divided into Autonomous Systems
 - Distinct regions of administrative control
 - Routers/links managed by a single “institution”
 - Service provider, company, university, ...
- Hierarchy of Autonomous Systems
 - Large, tier-1 provider with a nationwide backbone
 - Medium-sized regional provider with smaller backbone
 - Small network run by a single company or university
- Interaction between Autonomous Systems
 - Internal topology is not shared between AS's
 - ... but, neighboring AS's interact to coordinate routing

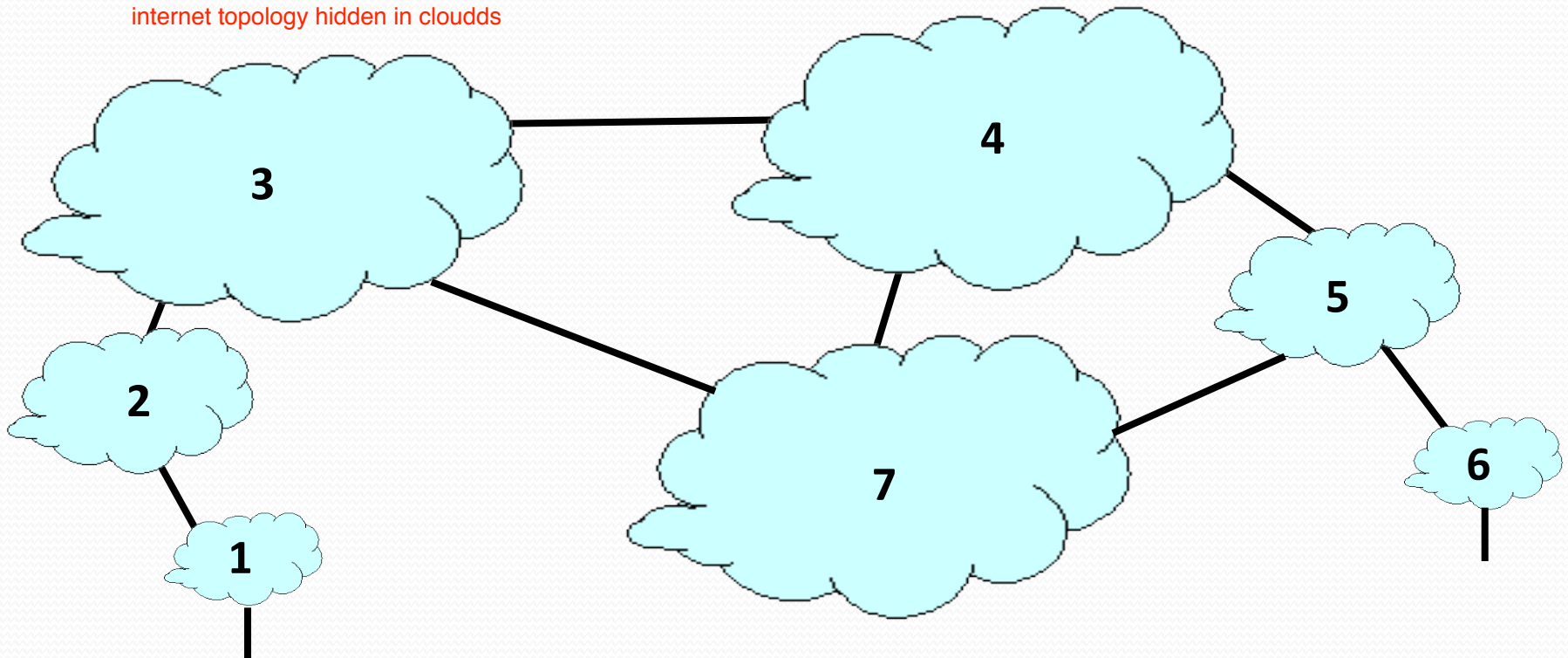


AS Topology

- Node: Autonomous System
- Edge: Two AS's that connect to each other

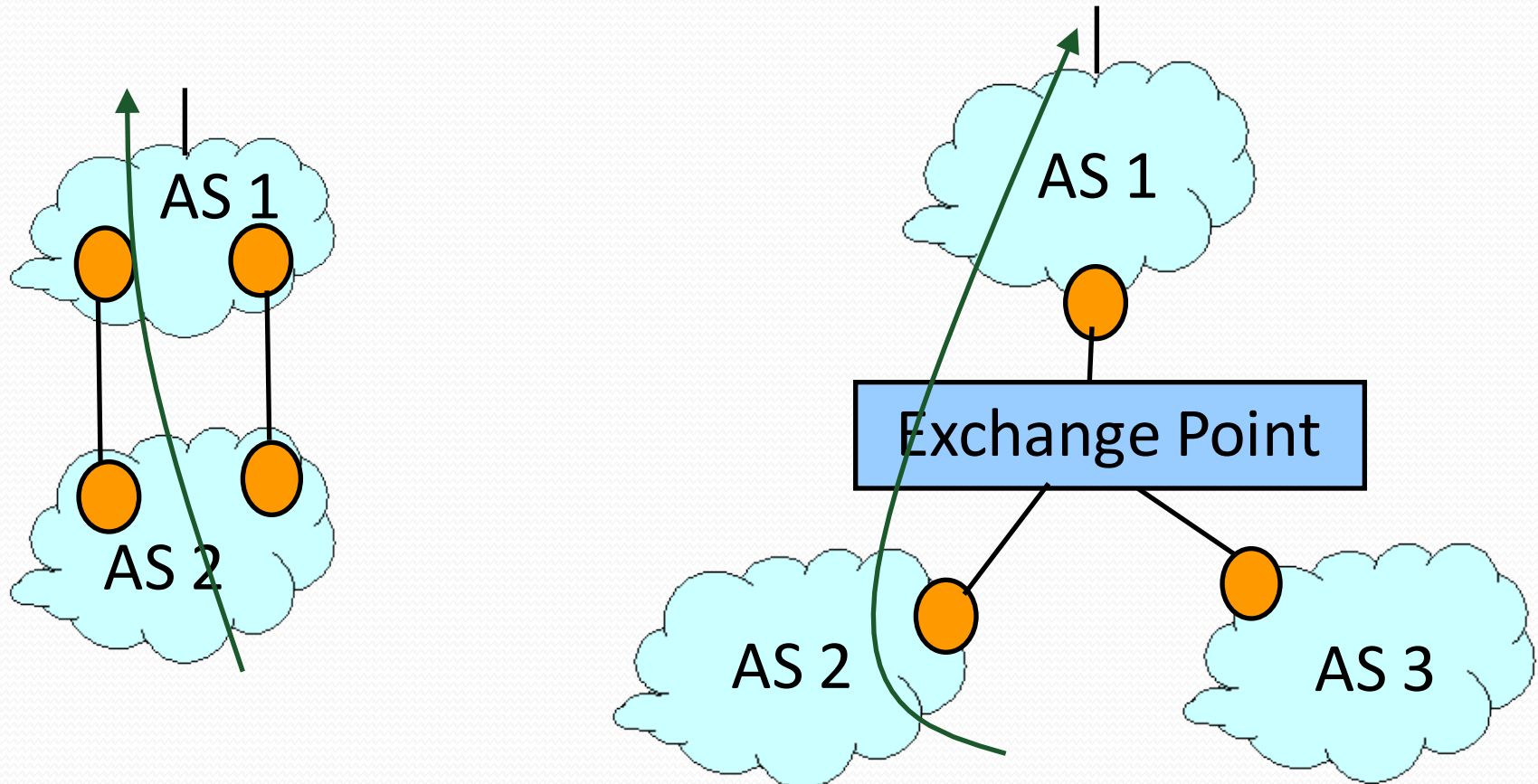
Do not know how many router links the 2 AS

internet topology hidden in clouds



What is an Edge, Really?

- Edge in the AS graph
 - At least one connection between two AS's
 - Some destinations reached from one AS via the other



Identifying Autonomous Systems

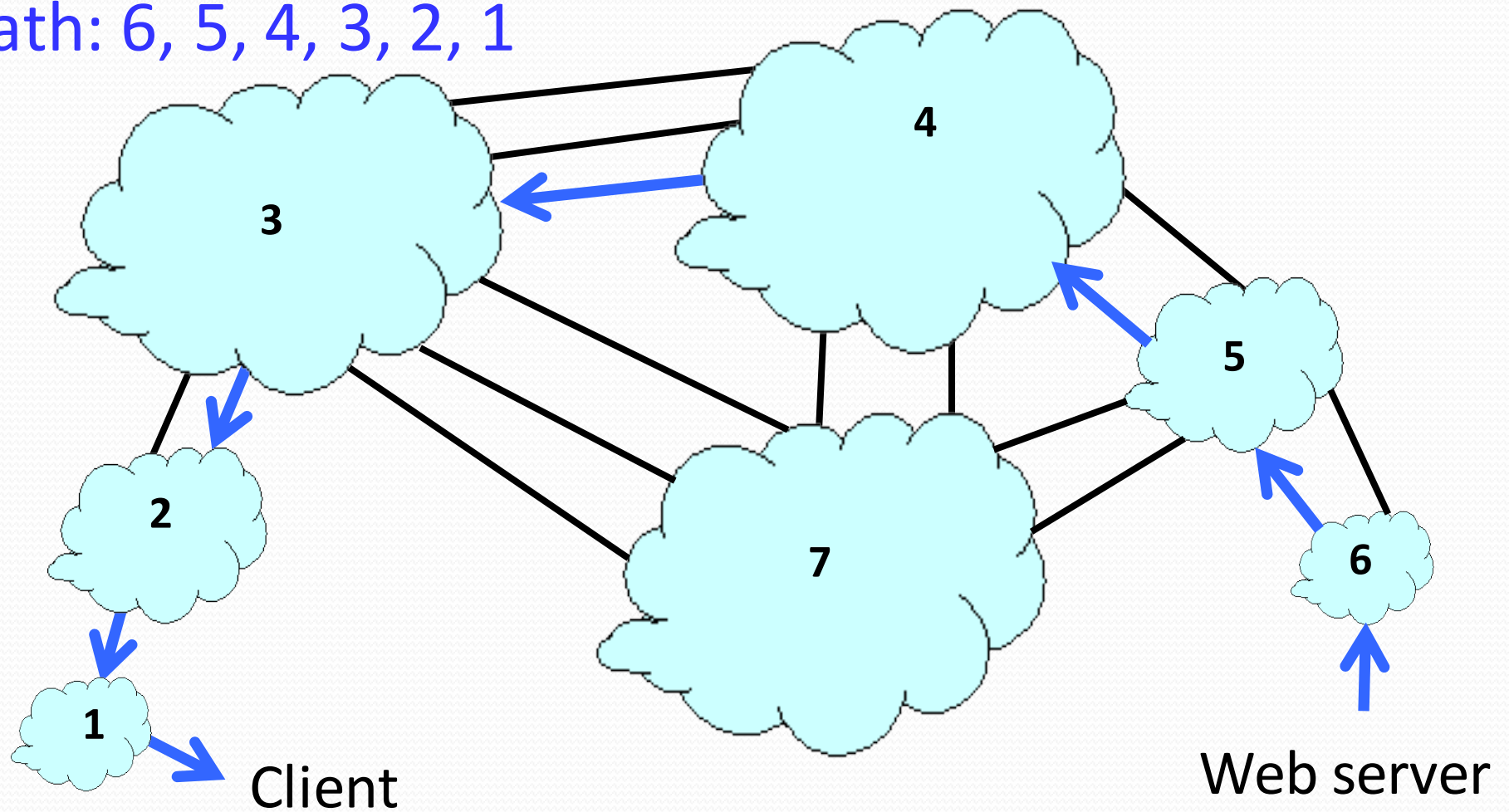
AS Numbers are 32 bit values (used to be 16)

Currently just over 54,000 in use.

- **Level 3: 1** level 3 is a company
- **MIT: 3**
- **Harvard: 11**
- **Yale: 29**
- **U of T: 239**
- **AT&T: 7018, 6341, 5074, ...**
- **UUNET: 701, 702, 284, 12199, ...**
- **Sprint: 1239, 1240, 6211, 6242, ...**
- **...**

Interdomain Paths

Path: 6, 5, 4, 3, 2, 1



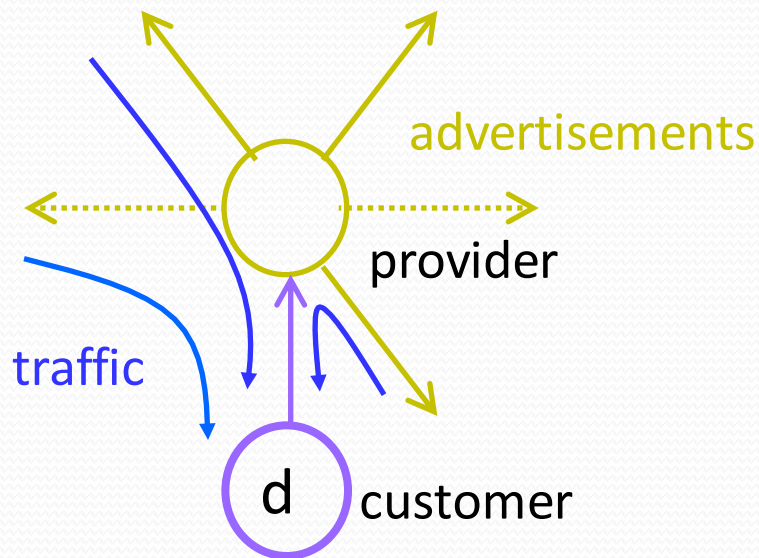
Business Relationships

- Neighboring AS's have business contracts
 - How much traffic to carry
 - Which destinations to reach
 - How much money to pay
- Common business relationships
 - Customer-provider customer provider from tier 2 -> tier 1 cost money
 - E.g., Princeton is a customer of AT&T
 - E.g., MIT is a customer of Level 3
 - Peer-peer p2p is free of charge
 - E.g., Princeton is a peer of Patriot Media
 - E.g., AT&T is a peer of Sprint

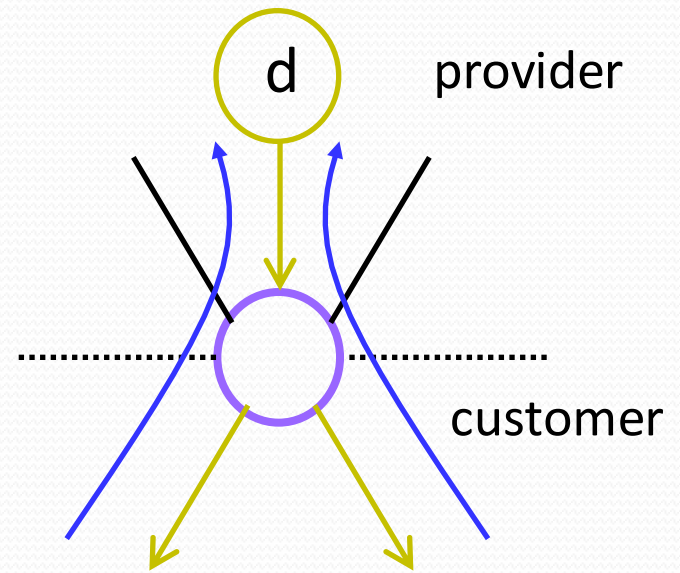
Customer-Provider Relationship

- Customer needs to be reachable from everyone
 - Provider tells all neighbors how to reach the customer
- Customer does not want to provide transit service
 - Customer does not let its providers route through it

Traffic **to** the customer



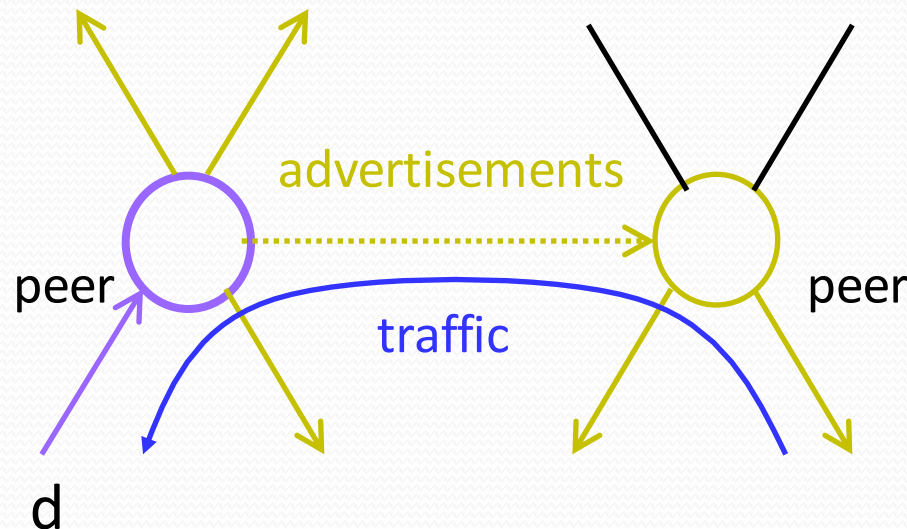
Traffic **from** the customer



Peer-Peer Relationship

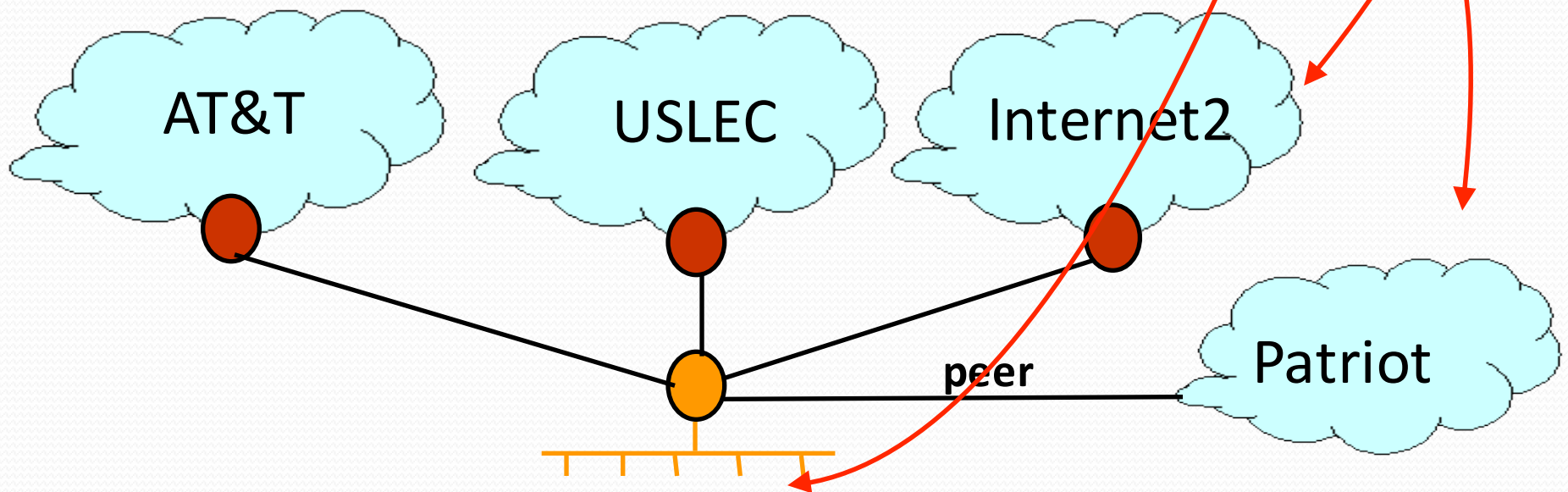
- Peers exchange traffic between customers
 - AS exports only customer routes to a peer
 - AS exports a peer's routes only to its customers
 - Often the relationship is settlement-free (i.e., no \$\$\$)

Traffic to/from the peer and its customers



Princeton Example

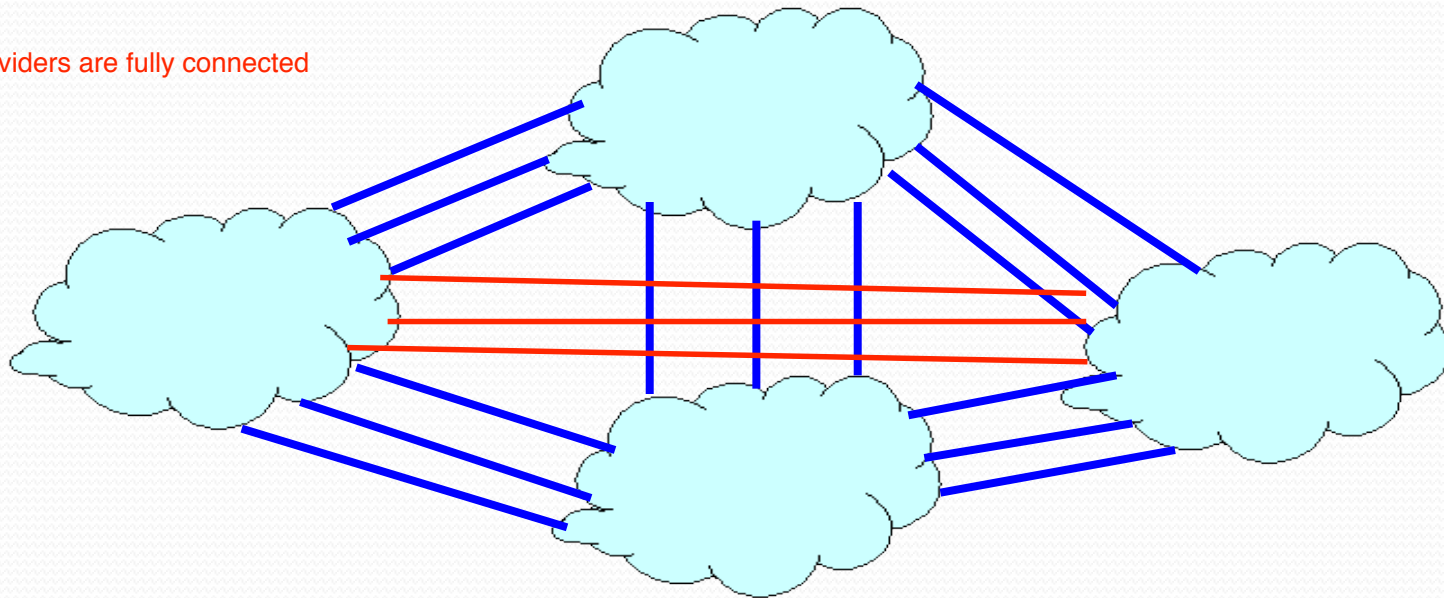
- Internet: customer of AT&T and USLEC
- Research universities/labs: customer of Internet2
- Local residences: peer with Patriot Media
- Local non-profits: provider for several non-profits



AS Structure: Tier-1 Providers

- Tier-1 provider
 - Has no upstream provider of its own
 - Typically has a national or international backbone access to long links
 - UUNET, Sprint, AT&T, Level 3, ...
- Top of the Internet hierarchy of 12-20 AS's
 - Full peer-peer connections between tier-1 providers

tier1 providers are fully connected

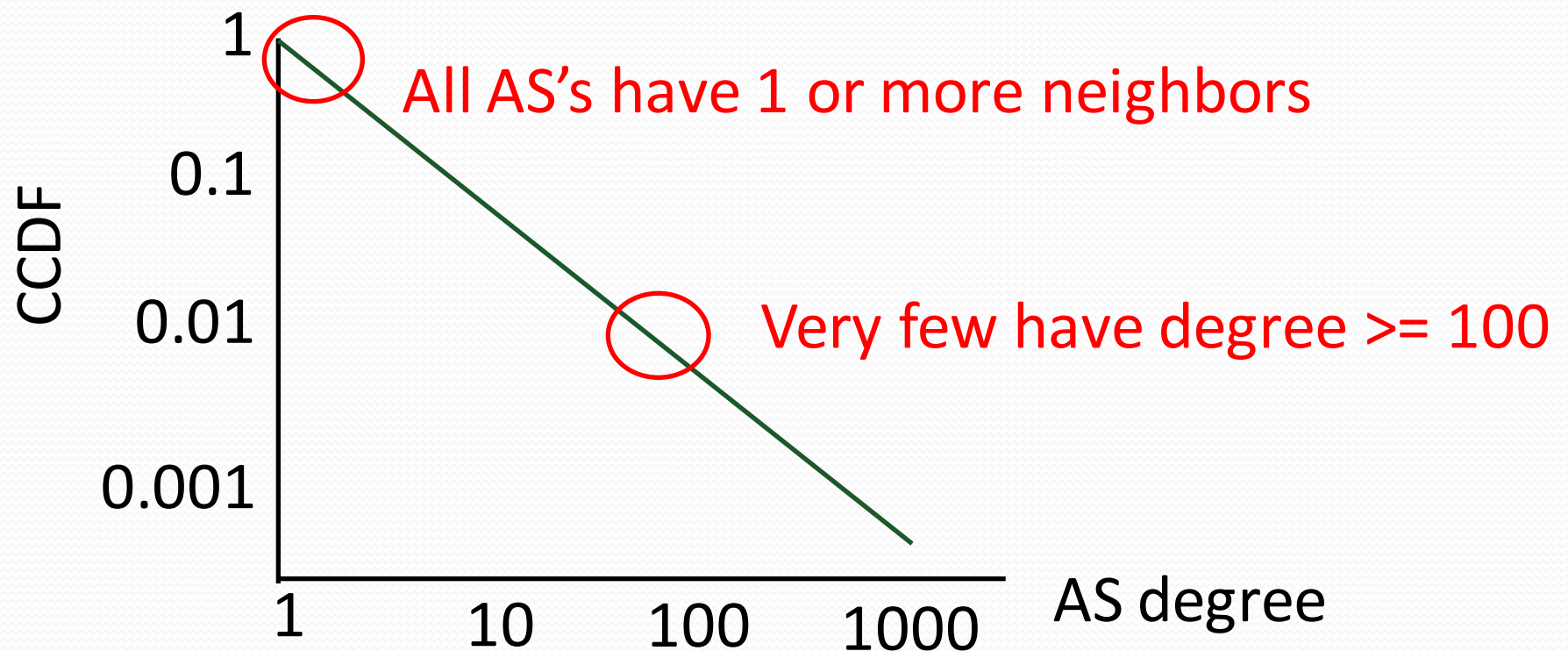


AS Structure: Other AS's

- Tier-2 providers bell roger...
 - Provide transit service to downstream customers
 - ... but, need at least one provider of their own
 - Typically have national or regional scope
 - E.g., Minnesota Regional Network
 - Includes a few thousand of the AS's
- Stub AS's the leafs
 - Do not provide transit service to others
 - Connect to one or more upstream providers
 - Includes vast majority (e.g., 85-90%) of the AS's

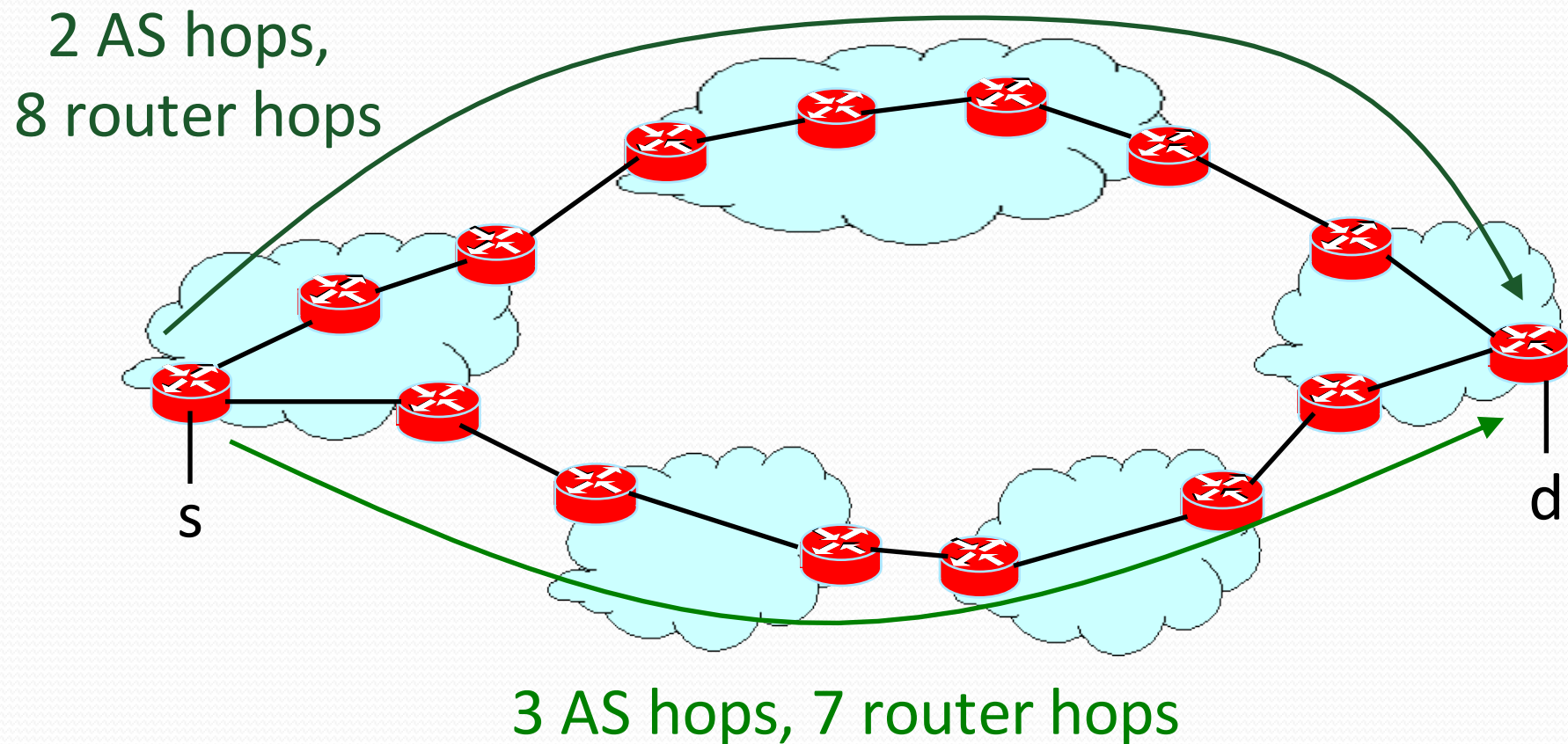
Characteristics of the AS Graph

- AS graph structure
 - High variability in node degree (“power law”)
 - A few very highly-connected AS's tier1
 - Many AS's have only a few connections stubs



Characteristics of AS Paths

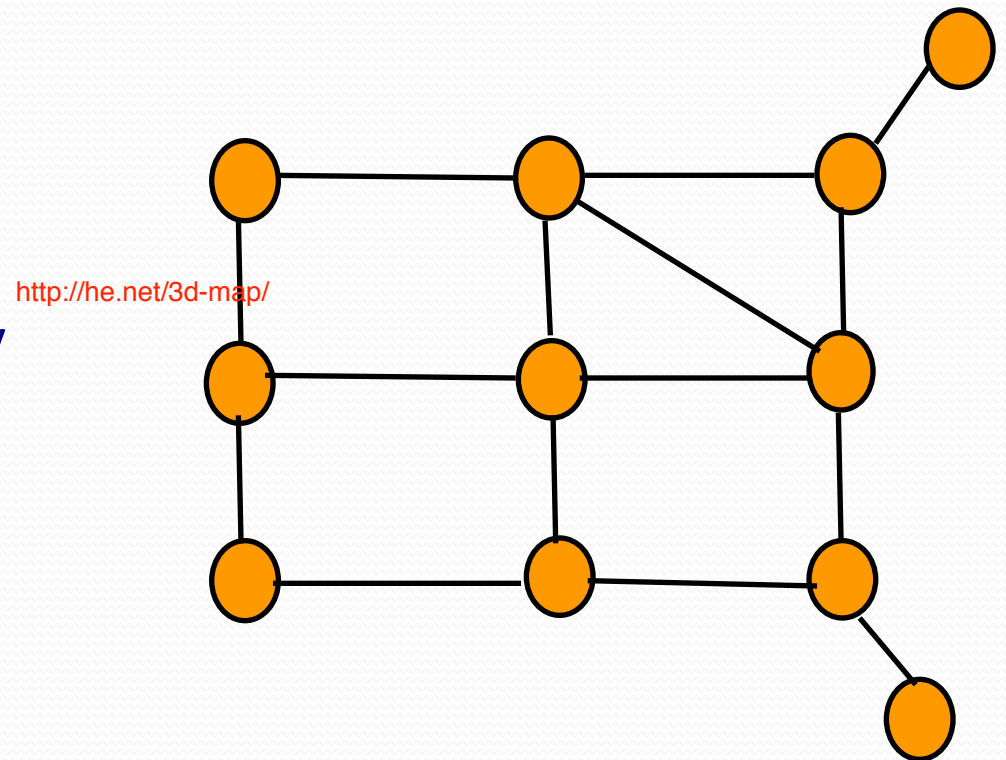
- AS path may be longer than shortest AS path
- Router path may be longer than shortest path



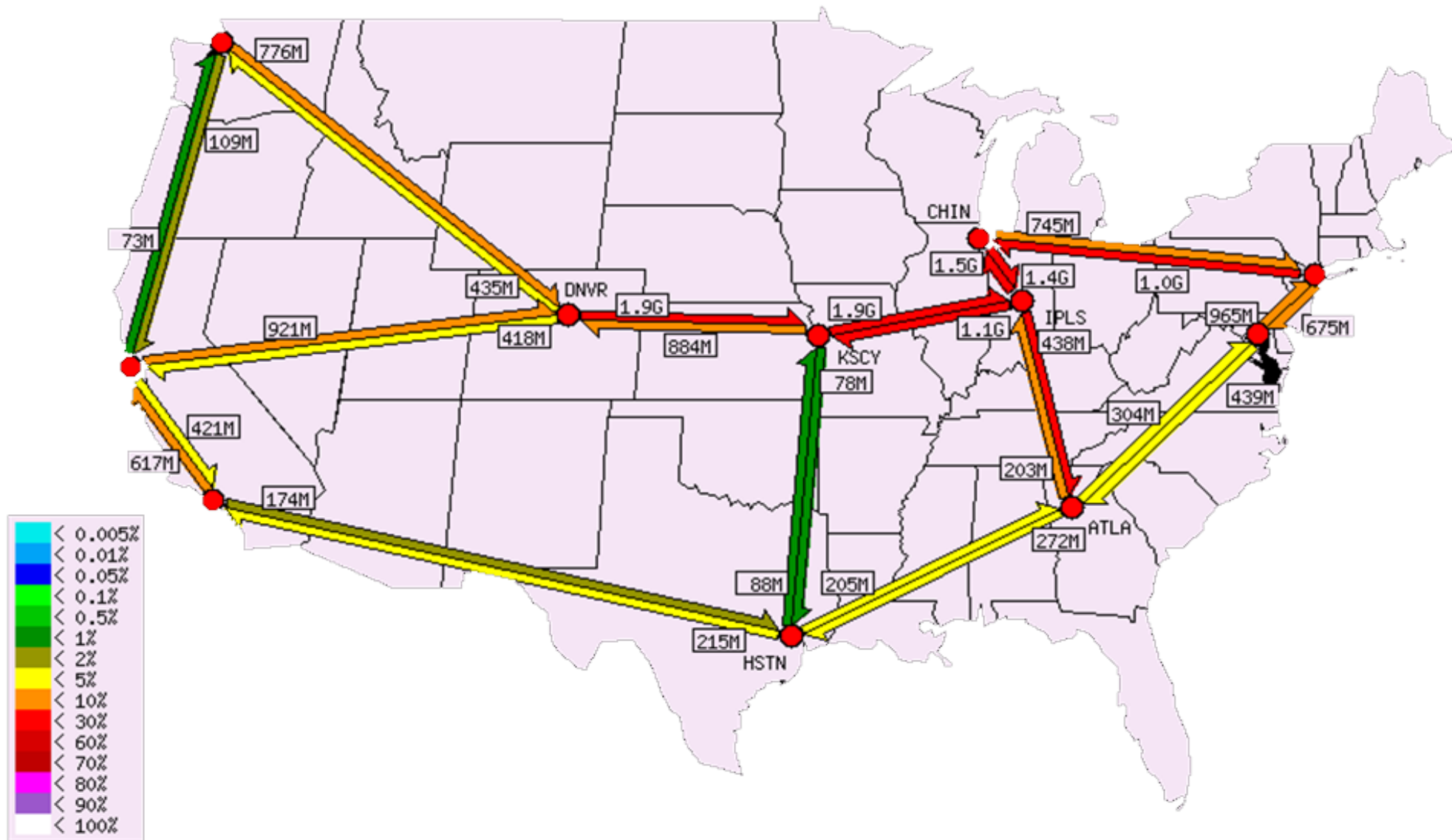
Backbone Networks

- Backbone networks
 - Multiple Points-of-Presence (PoPs)
 - Lots of communication between PoPs
 - Accommodate traffic demands and limit delay

usually on a global scale

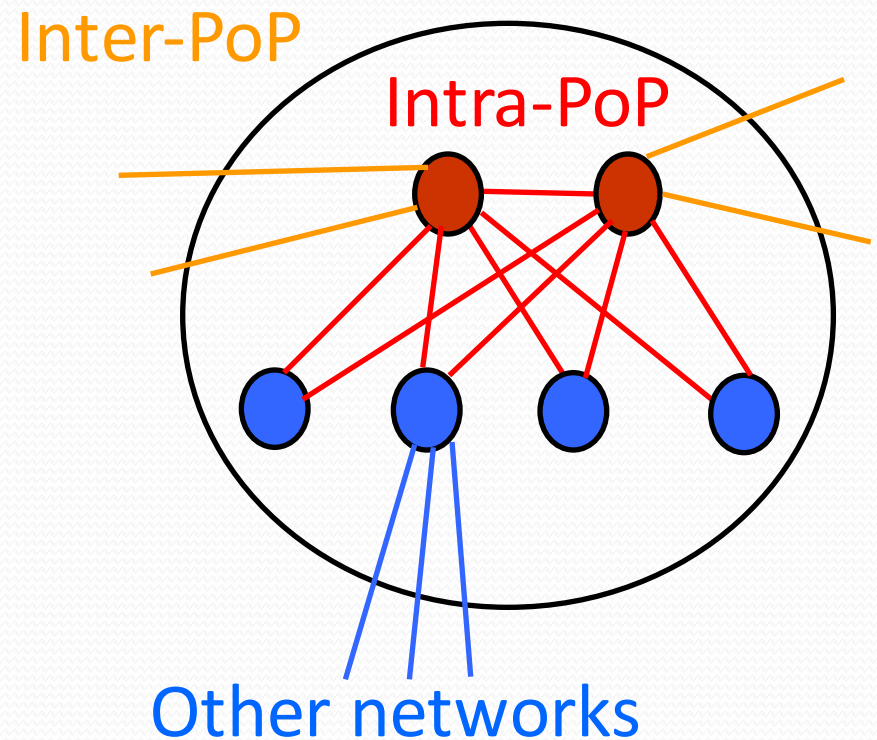


Example: Abilene Internet2 Backbone



Points-of-Presence (PoPs)

- Inter-PoP links
 - Long distances
 - High bandwidth
- Intra-PoP links
 - Short cables between racks or floors
 - Aggregated bandwidth
- Links to other networks
 - Wide range of media and bandwidth



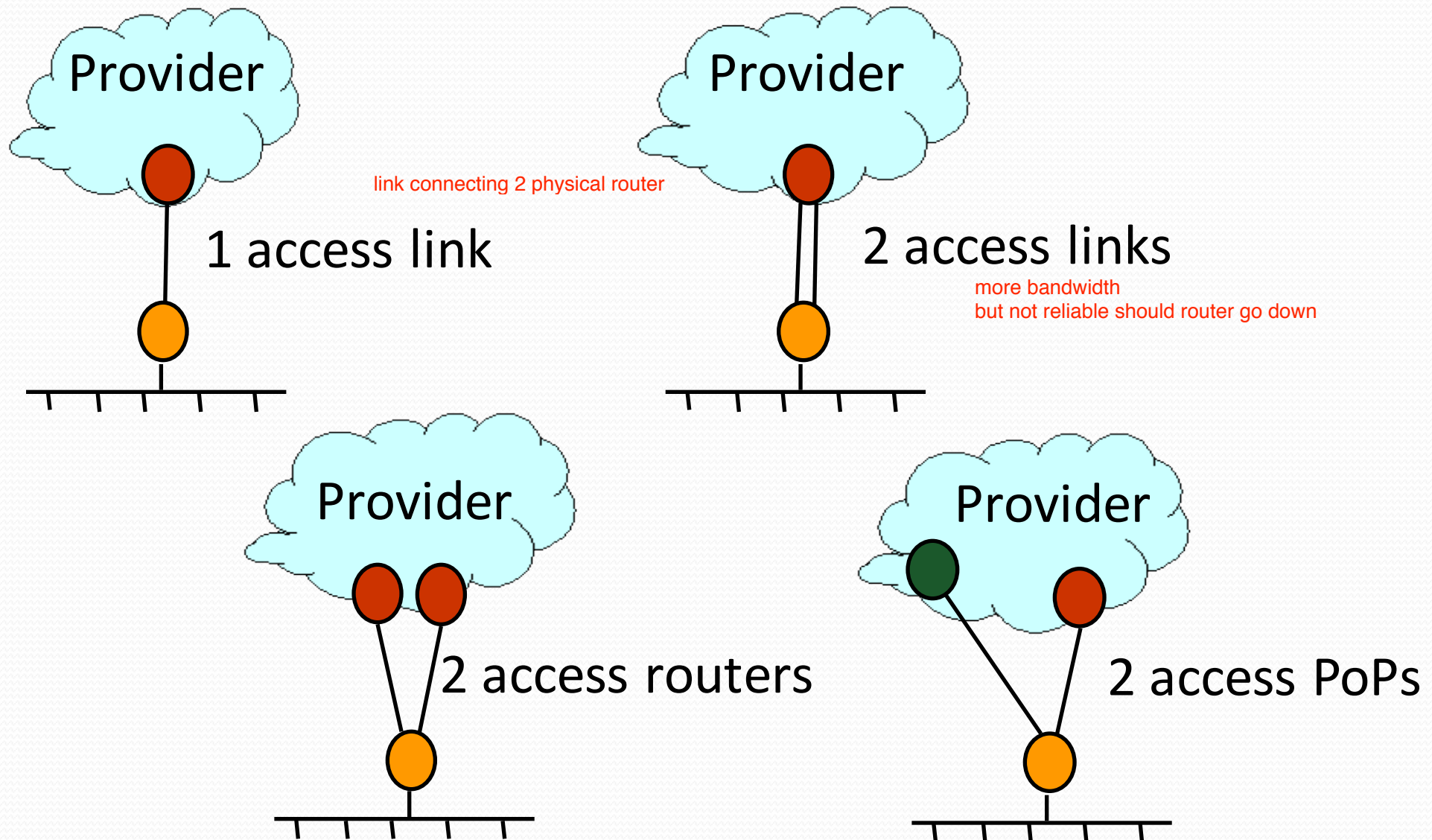
Where to Locate Nodes and Links

- Placing Points-of-Presence (PoPs)
 - Large population of potential customers
 - Other providers or exchange points
 - Cost and availability of real-estate
 - Mostly in major metropolitan areas
- Placing links between PoPs
 - Already fiber in the ground
 - Needed to limit propagation delay
 - Needed to handle the traffic load

PoPs:

an artificial demarcation point or interface point between communicating entities.
usually a data center housing numerous routers, switches, ... equipments

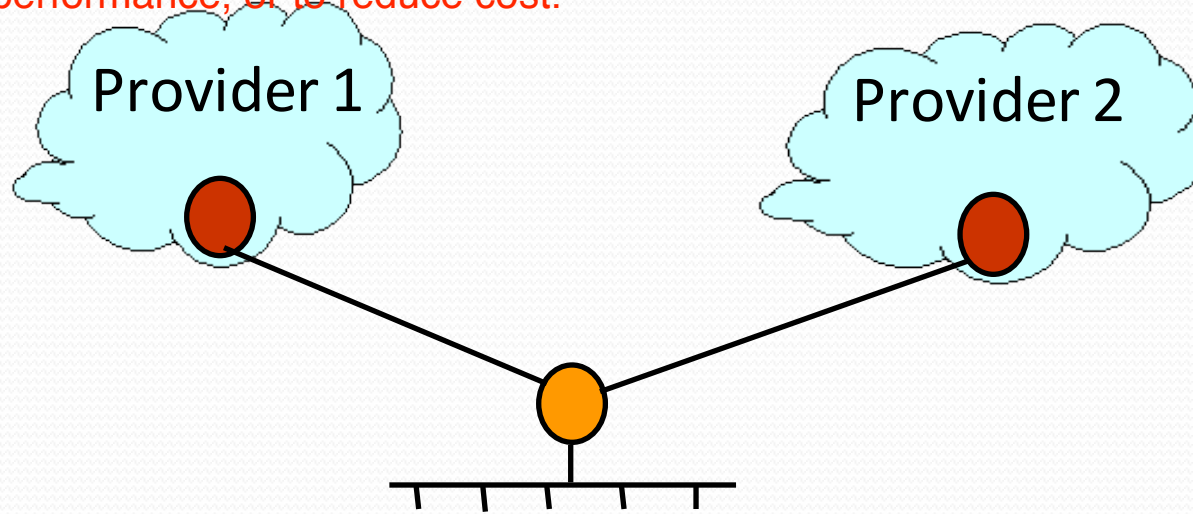
Customer Connecting to a Provider



Multi-Homing: Two or More Providers

- Motivations for multi-homing
 - Extra reliability, survive single ISP failure
 - Financial leverage through competition
 - Gaming the 95th-percentile billing model
 - Better performance by selecting better path

Multihoming is the practice of connecting a host or a computer network to more than one network. This can be done in order to increase reliability or performance, or to reduce cost.



Inferring the AS-Level Topology

- Collect **AS paths** from many vantage points
 - Learn a large number of AS paths
 - Extract the nodes and the edges from the path
- Example: AS path “1 7018 88” implies
 - Nodes: 1, 7018, and 88
 - Edges: (1, 7018) and (7018, 88)
- Ways to collect AS paths from many places
 - Mapping traceroute data to the AS level
 - Map using whois
 - Example: try `whois -h whois.arin.net “MCI Worldcom”`
 - Measurements of the interdomain routing protocol

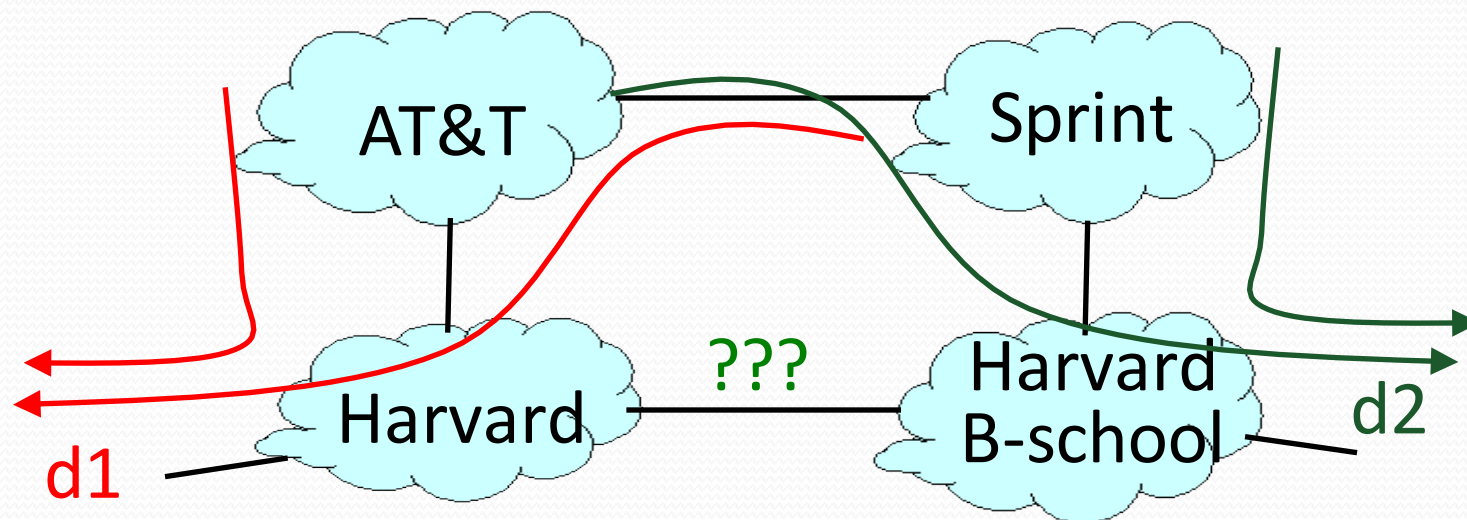
Map Traceroute Hops to AS's

Traceroute output: (hop number, IP)

1	169.229.62.1	AS25	Berkeley
2	169.229.59.225	AS25	
3	128.32.255.169	AS25	
4	128.32.0.249	AS25	
5	128.32.0.66	AS11423	Calren
6	209.247.159.109	AS3356	Level3
7	*	AS3356	
8	64.159.1.46	AS3356	
9	209.247.9.170	AS3356	
10	66.185.138.33	AS1668	AOL
11	*	AS1668	
12	66.185.136.17	AS1668	
13	64.236.16.52	AS5662	CNN

Challenges of Inter-AS Mapping

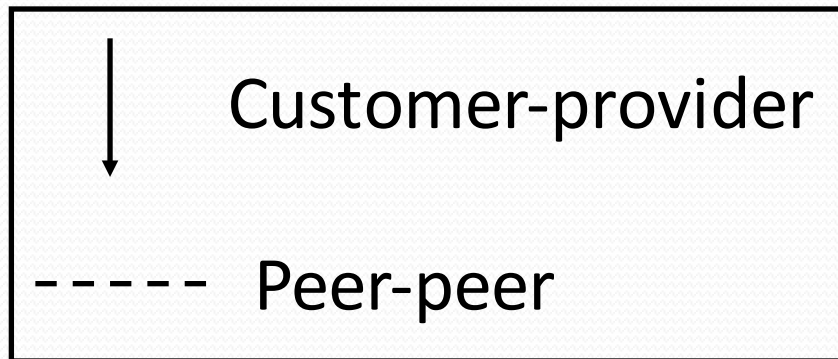
- Mapping traceroute hops to AS's is hard
 - Need an accurate registry of IP address ownership
 - Whois data are notoriously out of date
- Collecting diverse interdomain data is hard
 - Public repositories like RouteViews and RIPE-RIS
 - Covers hundreds to thousands of vantage points
 - Especially hard to see peer-peer edges



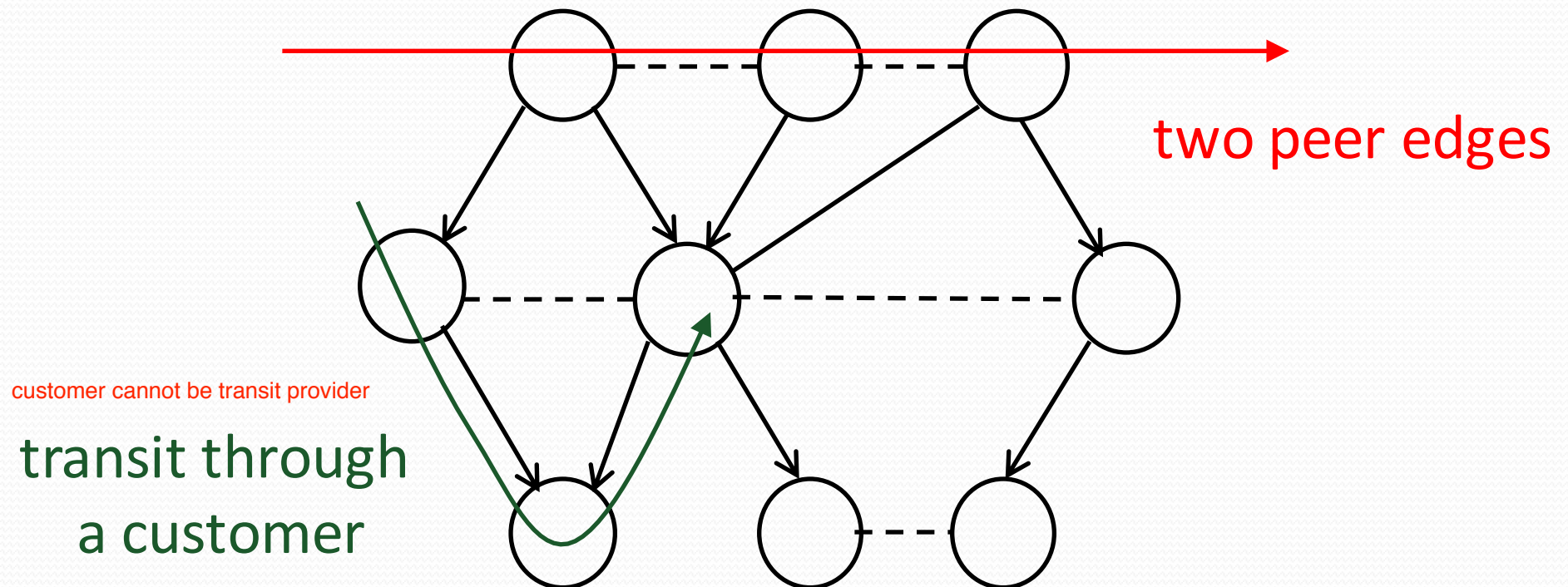
Inferring AS Relationships

- Key idea
 - The business relationships determine the routing policies
 - The routing policies determine the paths that are chosen
 - So, look at the chosen paths and infer the policies
- Example: AS path “1 7018 88” implies
 - AS 7018 allows AS 1 to reach AS 88
 - AT&T allows Level 3 to reach Princeton
 - Each “triple” tells something about transit service
- Collect and analyze AS path data
 - Identify which AS's can transit through the other
 - ... and which other AS's they are able to reach this way

Paths You Should Never See (“Invalid”)



i.e. the middle peer does not provide transit service



Challenges of Relationship Inference

- Incomplete measurement data
 - Hard to get a complete view of the AS graph
 - Especially hard to see peer-peer edges low in hierarchy
- Real relationships are sometime more complex
 - Peer in one part of the world, customer in another
 - Other kinds of relationships (e.g., backup)
 - Special relationships for certain destination prefixes
- Still, inference work has proven very useful
 - Qualitative view of Internet topology and relationships

Outline

- Internet's Topology
 - Internet's two-tiered topology
 - AS-level topology
 - Router-level topology



Routing in the Internet

- Hierarchy and Autonomous Systems
- Interior Routing Protocols: RIP, OSPF
- Exterior Routing Protocol: BGP

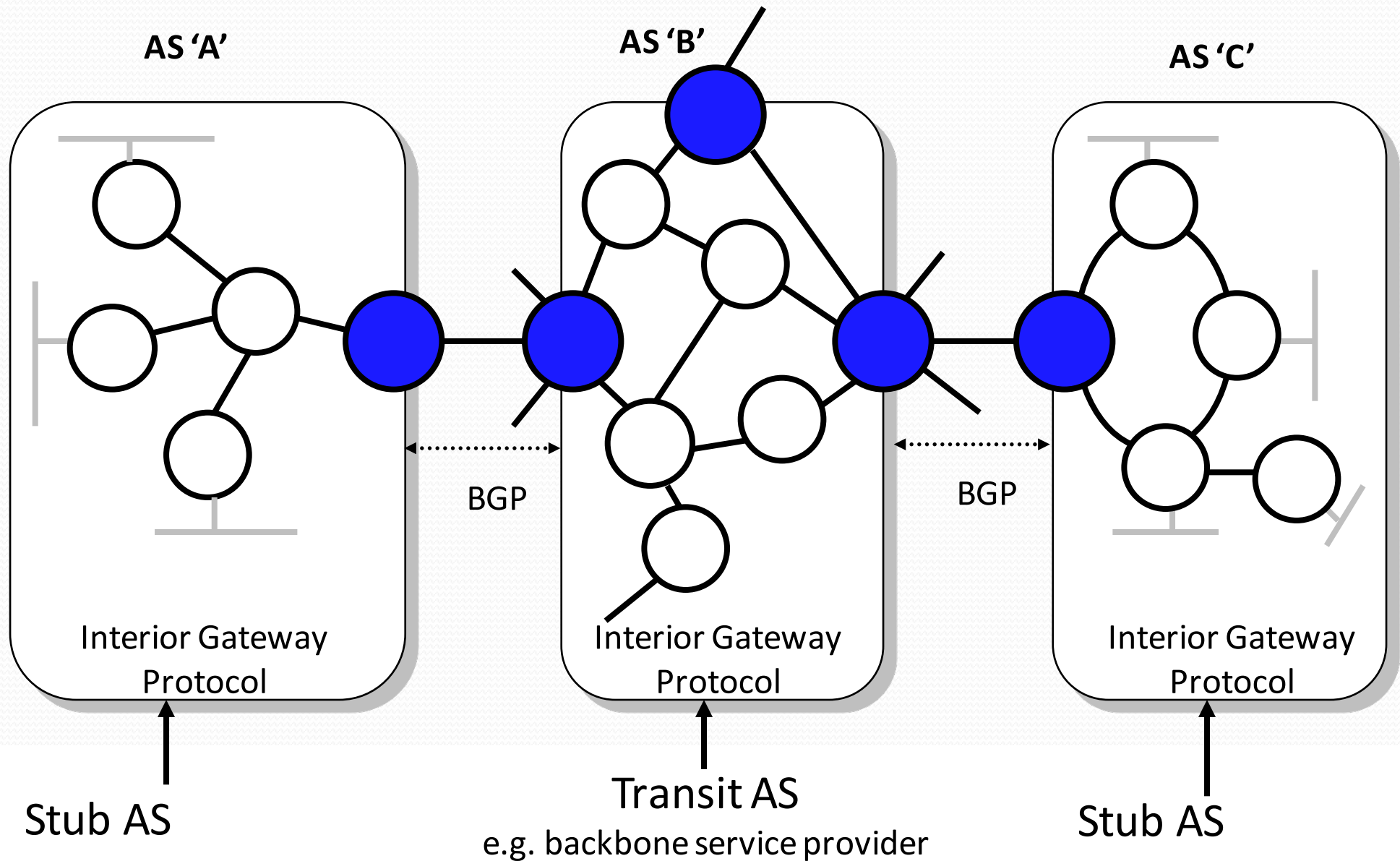
Routing Story So Far ...

- Techniques
 - Flooding
 - Distributed Bellman Ford Algorithm
 - Dijkstra's Shortest Path First Algorithm
- Question 1. Can we apply these to the Internet as a whole?
- Question 2. If not, what can we do?

Routing in the Internet

- The Internet uses hierarchical routing.
- Within an AS, the administrator chooses an Interior Gateway Protocol (IGP)
 - Examples of IGPs: RIP (rfc 1058), OSPF (rfc 1247, ISIS (rfc 1142).
- Between AS's, the Internet uses an Exterior Gateway Protocol
 - AS's today use the Border Gateway Protocol, BGP-4 (rfc 1771)

Routing in the Internet



Interior Routing Protocols

- RIP

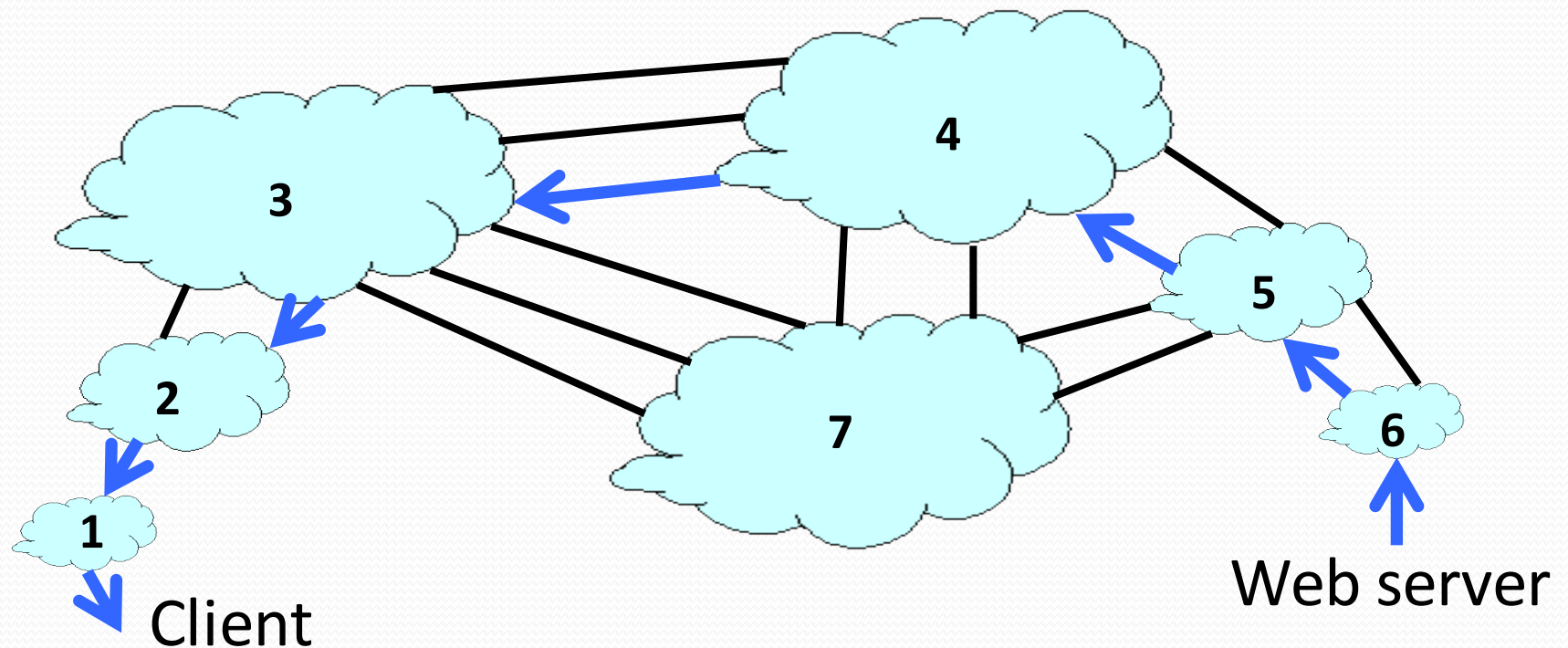
- Uses distance vector (distributed Bellman-Ford algorithm).
- Updates sent every 30 seconds.
- No authentication.
- Originally in BSD UNIX.
- Widely used for many years; not used much anymore.

- OSPF

- Link-state updates sent (using flooding) as and when required.
- Every router runs Dijkstra's algorithm.
- Authenticated updates.
- Autonomous system may be partitioned into "areas".
- Widely used.

Interdomain Routing

- AS-level topology
 - Destinations are IP prefixes (e.g., 12.0.0.0/8)
 - Nodes are Autonomous Systems (AS's)
 - Links are connections & business relationships



Challenges for Interdomain Routing

- Scale
 - Prefixes: 150,000-500,000, and growing
 - AS's: 54,000 visible ones, and growing
 - AS paths and routers: at least in the millions...
- Privacy
 - AS's don't want to divulge internal topologies
 - ... or their business relationships with neighbors
- Policy
 - No Internet-wide notion of a link cost metric
 - Need control over where you send traffic
 - ... and who can send traffic through you

Link-State Routing is Problematic

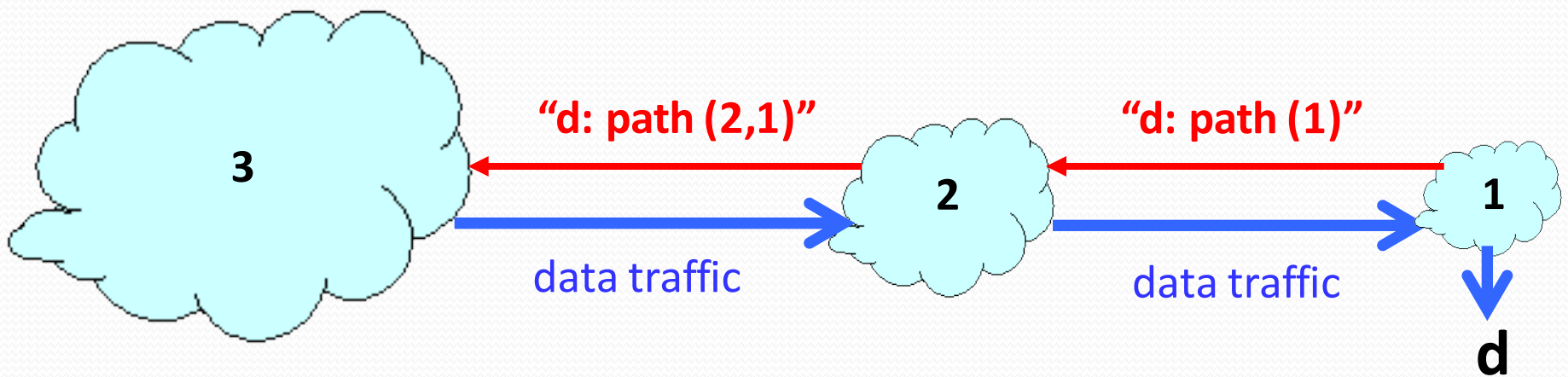
- Topology information is flooded
 - High bandwidth and storage overhead
 - Forces nodes to divulge sensitive information
- Entire path computed locally per node
 - High processing overhead in a large network
- Minimizes some notion of total distance
 - Works only if policy is shared and uniform
- Typically used only inside an AS
 - E.g., OSPF and IS-IS

Distance Vector is on the Right Track

- Advantages
 - Hides details of the network topology
 - Nodes determine only “next hop” toward the dest
- Disadvantages
 - Minimizes some notion of total distance, which is difficult in an interdomain setting
 - Slow convergence due to the counting-to-infinity problem (“bad news travels slowly”)
- Idea: extend the notion of a distance vector

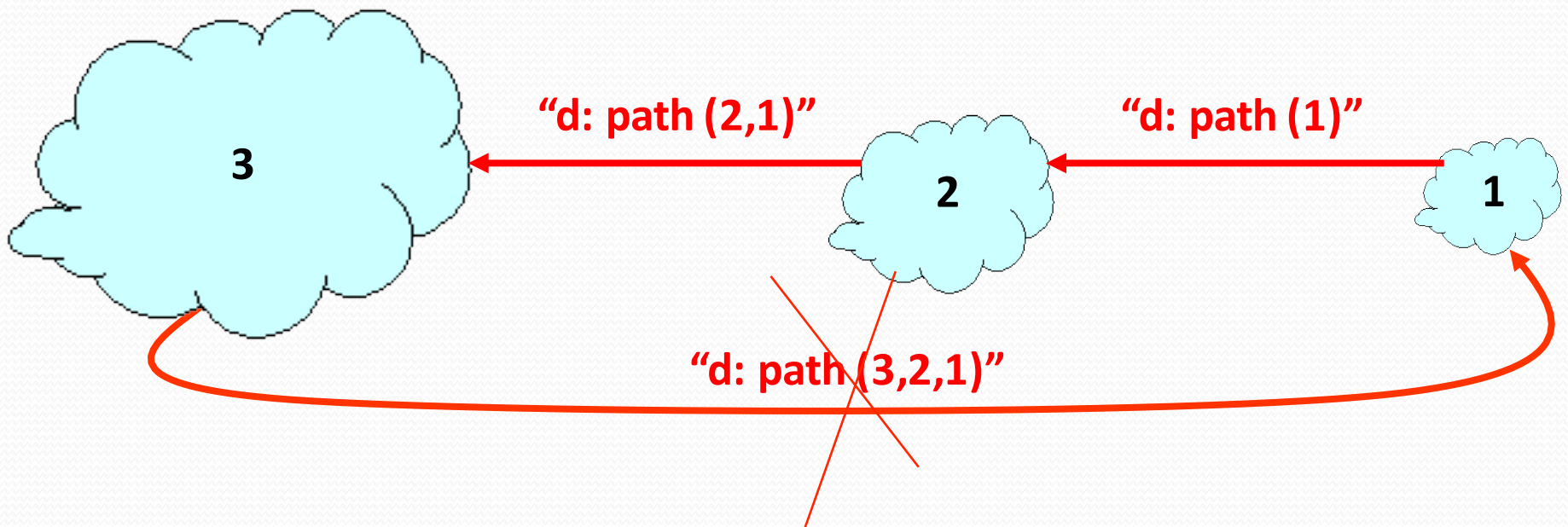
Path-Vector Routing

- Extension of distance-vector routing
 - Support flexible routing policies
 - Avoid count-to-infinity problem
- Key idea: advertise the entire path
 - Distance vector: send distance metric per dest d
 - Path vector: send the entire path for each dest d



Faster Loop Detection

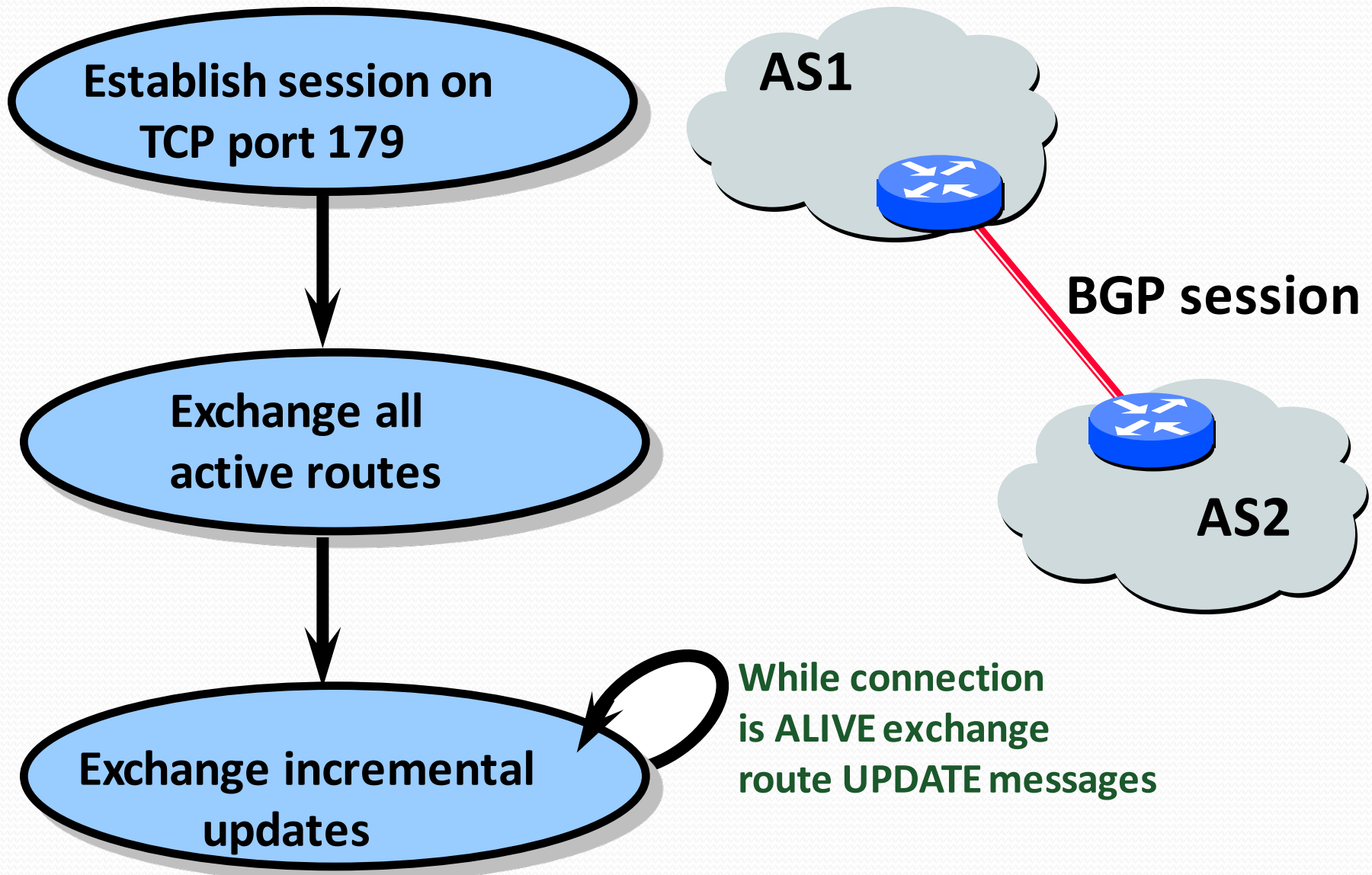
- Node can easily detect a loop
 - Look for its own node identifier in the path
 - E.g., node 1 sees itself in the path “3, 2, 1”
- Node can simply discard paths with loops
 - E.g., node 1 simply discards the advertisement



Border Gateway Protocol (BGP-4)

- BGP is a path-vector routing protocol.
- BGP advertises complete paths (a list of AS's).
 - Also called AS_PATH (this is the path vector)
 - Example of path advertisement: “The network 171.64/16 can be reached via the path {AS1, AS5, AS13}”.
- Paths with loops are detected locally and ignored.
- Local policies pick the preferred path among options.
- When a link/router fails, the path is “withdrawn”.

BGP Operations



Incremental Protocol

- A node learns multiple paths to destination
 - Stores all of the routes in a routing table
 - Applies policy to select a single active route
 - ... and may advertise the route to its neighbors
- Incremental updates
 - Announcement
 - Upon selecting a new active route, add node id to path
 - ... and (optionally) advertise to each neighbor
 - Withdrawal
 - If the active route is no longer available
 - ... send a withdrawal message to the neighbors

BGP Messages

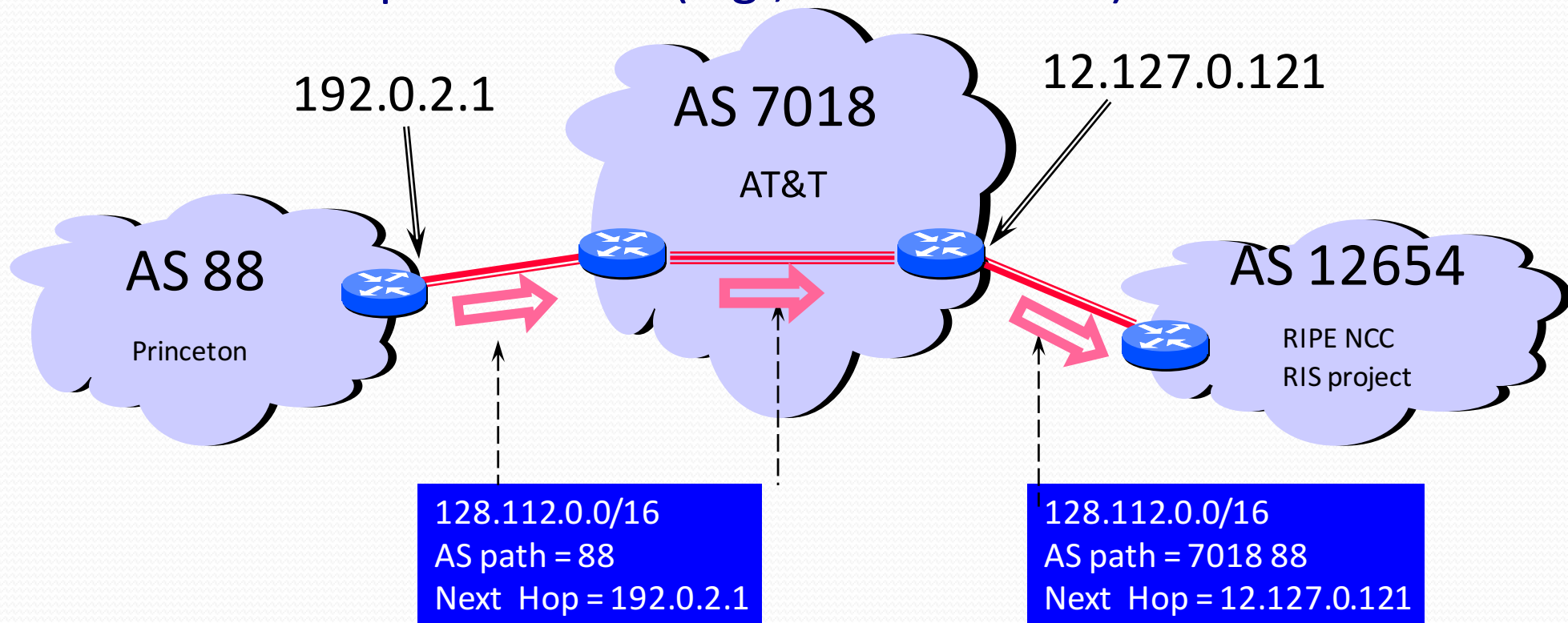
- Open : Establish a BGP session.
- Keep Alive : Handshake at regular intervals.
- Notification : Shuts down a peering session.
- Update : Announcing new routes or withdrawing previously announced routes.

BGP announcement = prefix + path attributes

- Attributes include: Next hop, AS Path, local preference, Multi-exit discriminator, ...
 - Used to select among multiple options for paths

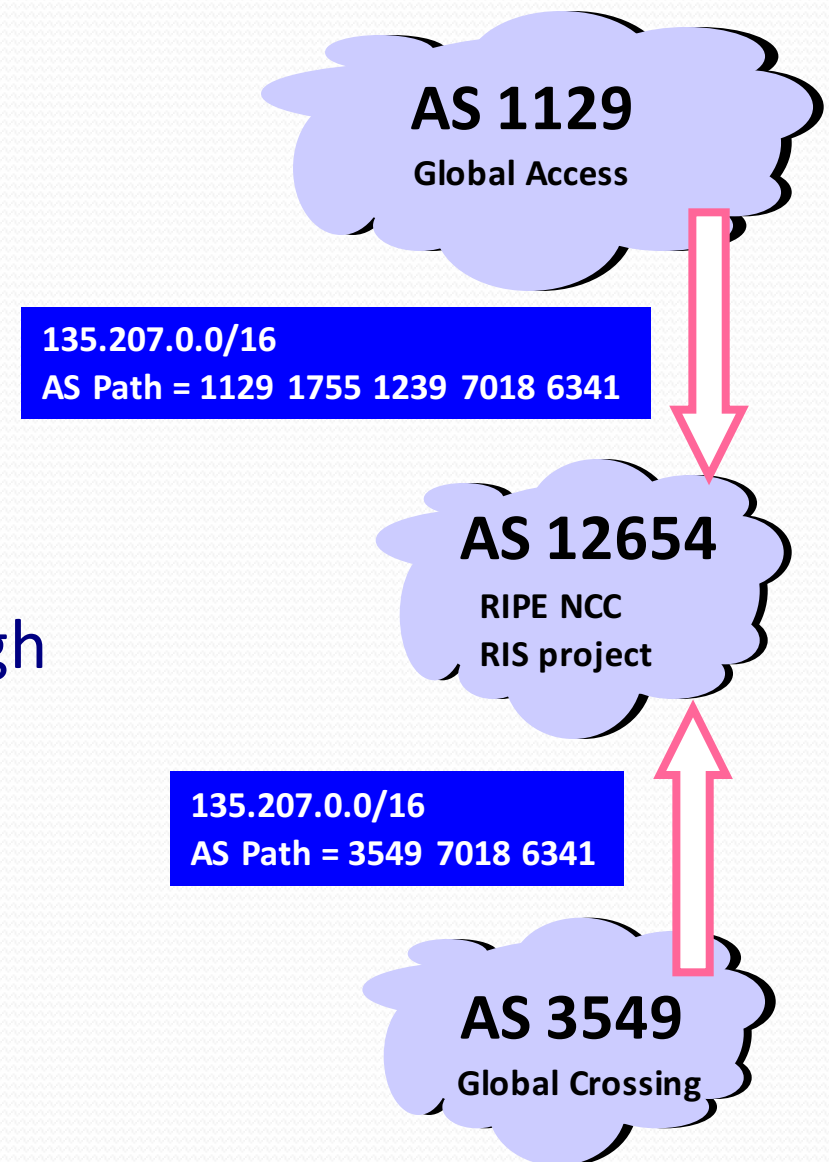
BGP Route

- Destination prefix (e.g., 128.112.0.0/16)
- Route attributes, including
 - AS path (e.g., “7018 88”)
 - Next-hop IP address (e.g., 12.127.0.121)

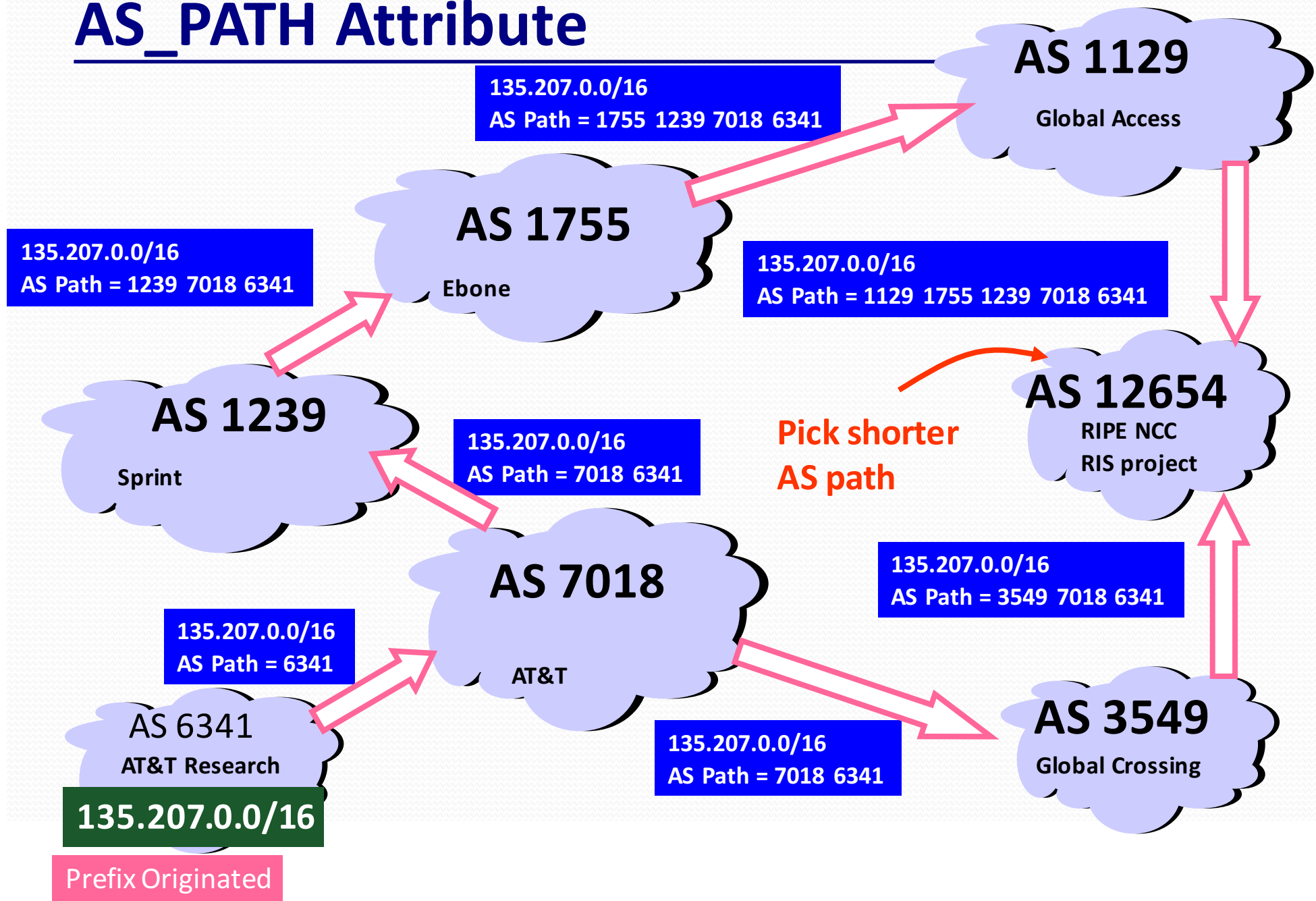


BGP Path Selection

- Simplest case
 - Shortest AS path
 - Arbitrary tie break
- Example
 - Three-hop AS path preferred over a four-hop AS path
 - AS 12654 prefers path through Global Crossing
- But, BGP is not limited to shortest-path routing
 - Policy-based routing

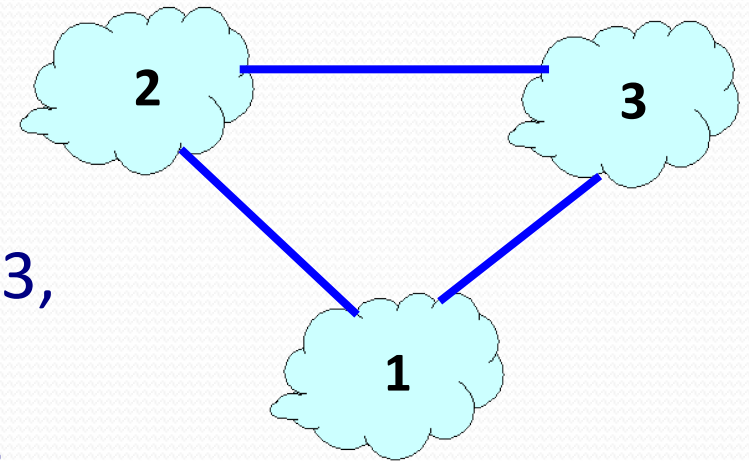


AS_PATH Attribute

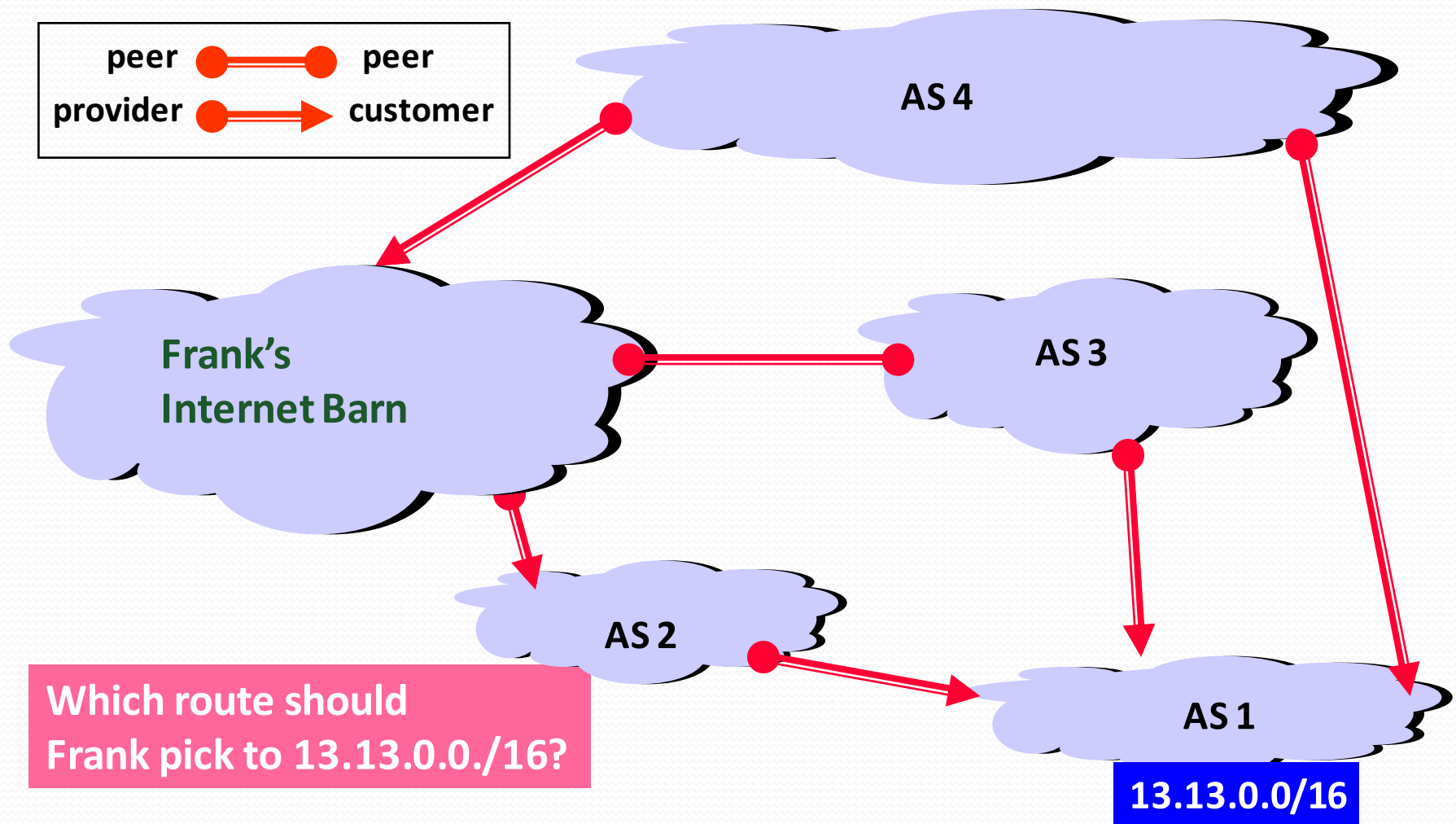


Flexible Policies

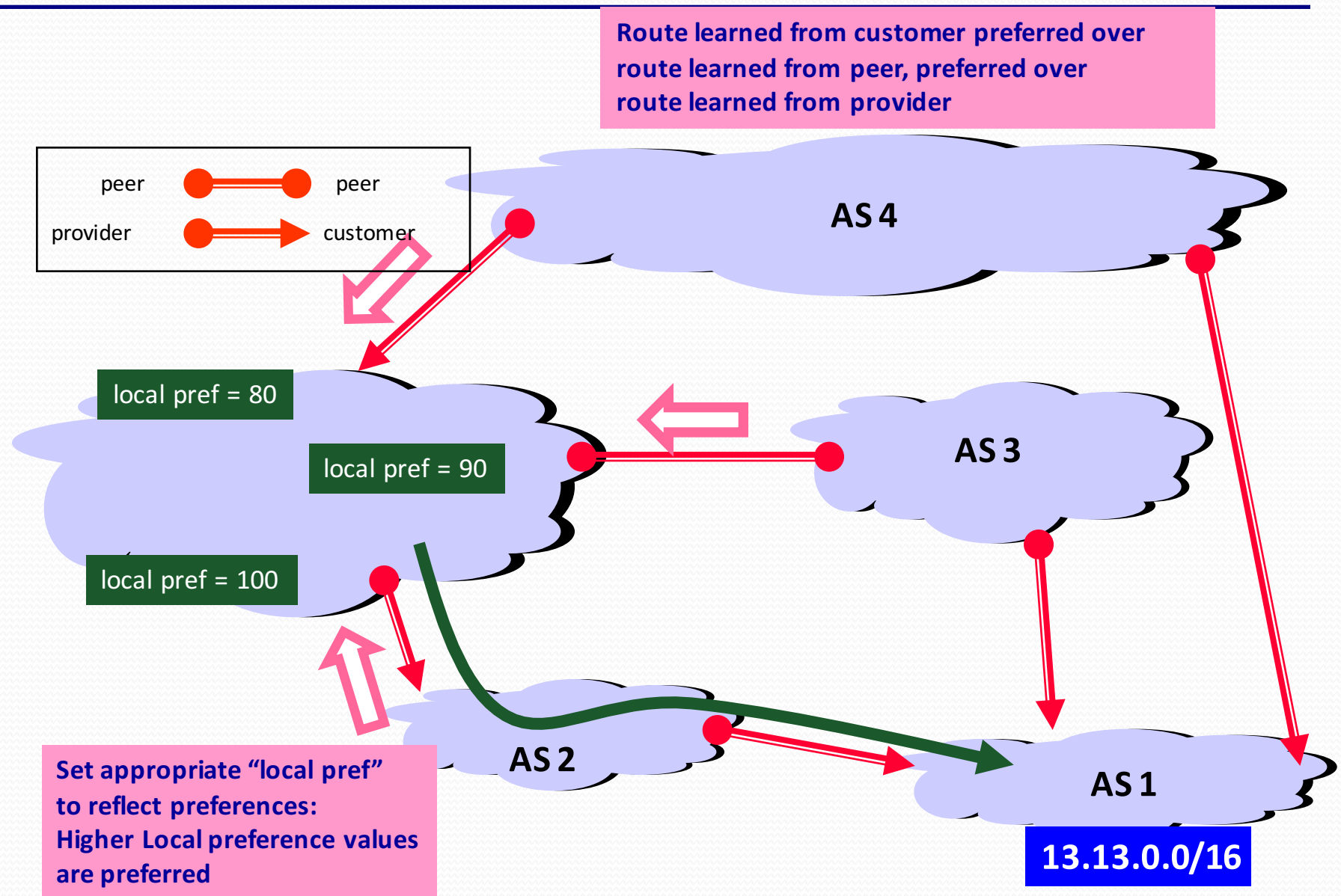
- Each node can apply local policies
 - Path selection: Which path to use?
 - Path export: Which paths to advertise?
- Examples
 - Node 2 may prefer the path “2, 3, 1” over “2, 1”
 - Node 1 may not let node 3 hear the path “1, 2”



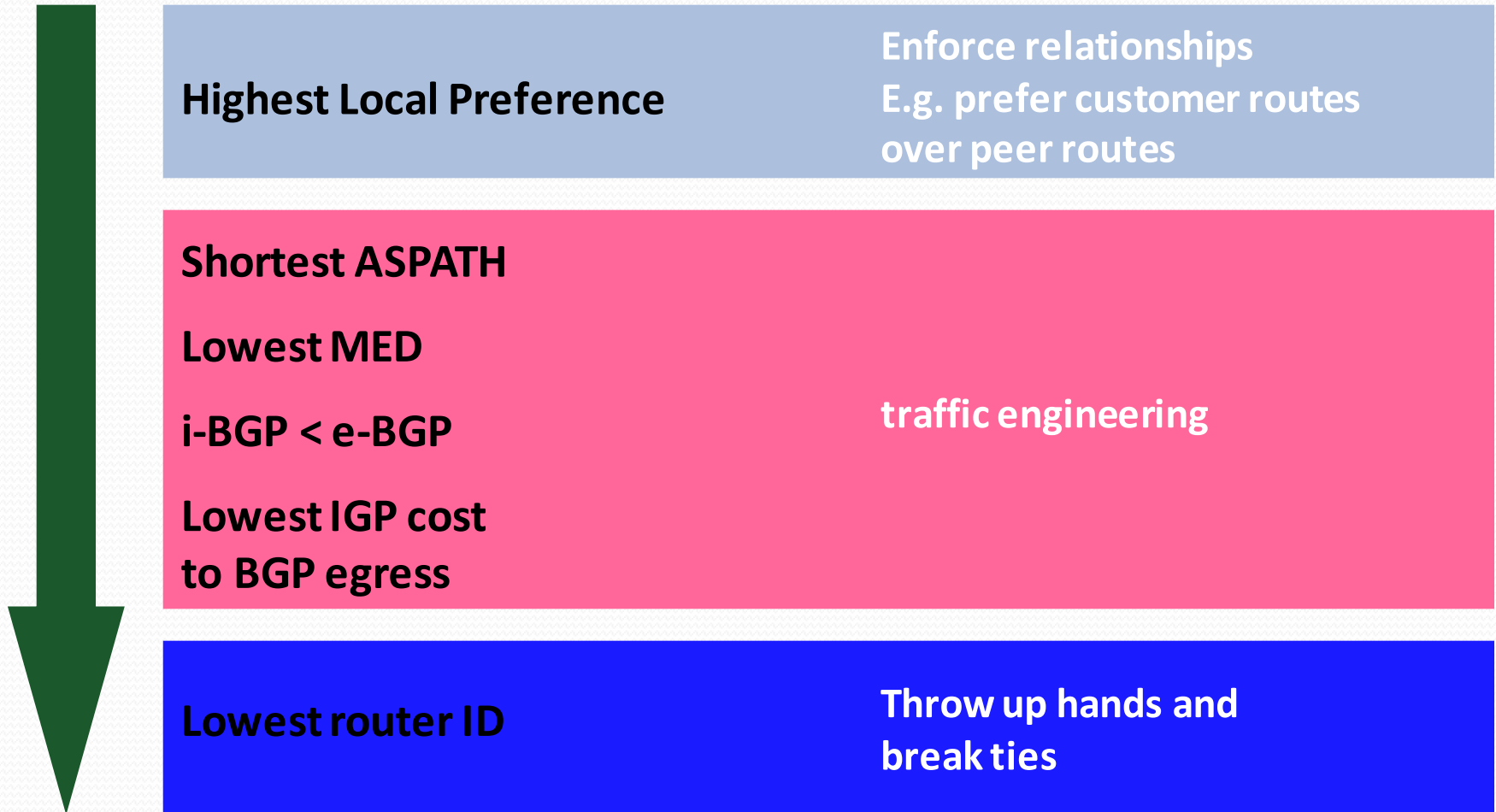
So Many Choices...



Frank's Choices...



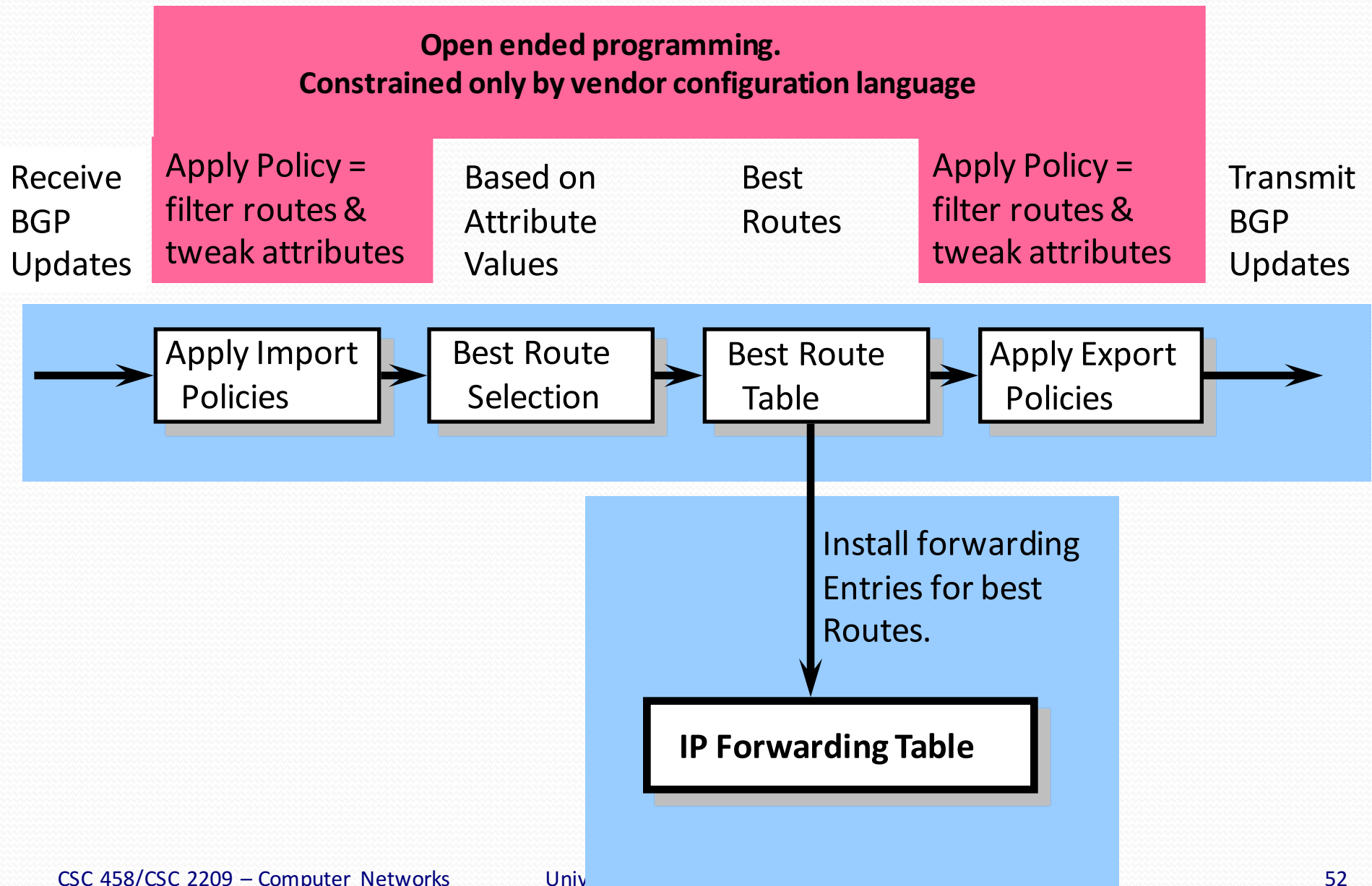
BGP Route Selection Summary



BGP Policy: Applying Policy to Routes

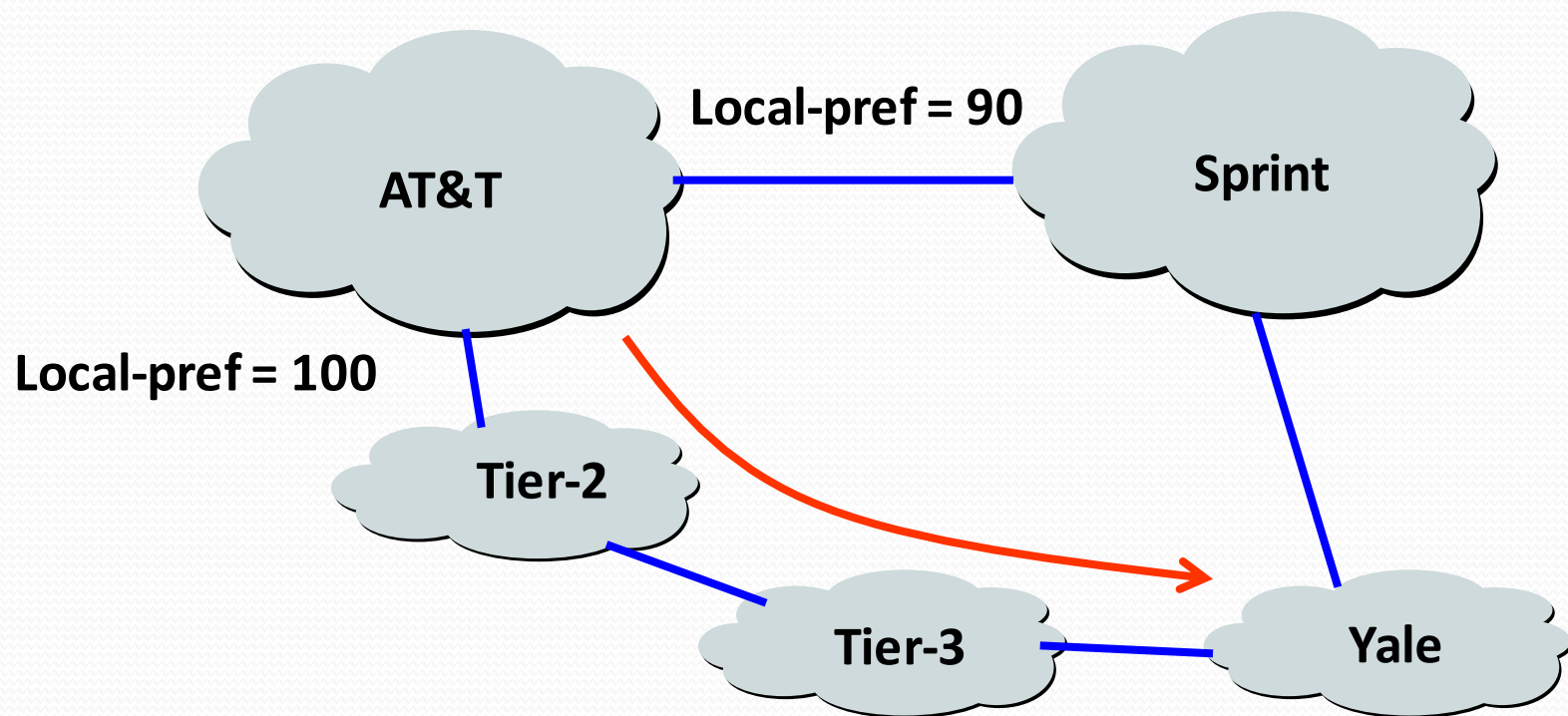
- Import policy
 - Filter unwanted routes from neighbor
 - E.g. prefix that your customer doesn't own
 - Manipulate attributes to influence path selection
 - E.g., assign local preference to favored routes
- Export policy
 - Filter routes you don't want to tell your neighbor
 - E.g., don't tell a peer a route learned from other peer
 - Manipulate attributes to control what they see
 - E.g., make a path look artificially longer than it is

BGP Policy: Influencing Decisions



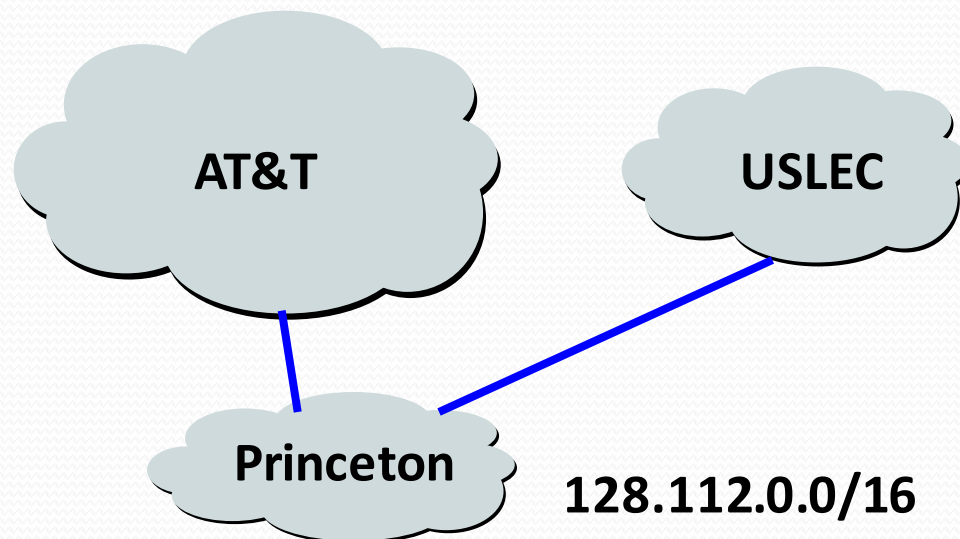
Import Policy: Local Preference

- Favor one path over another
 - Override the influence of AS path length
 - Apply local policies to prefer a path
- Example: prefer customer over peer



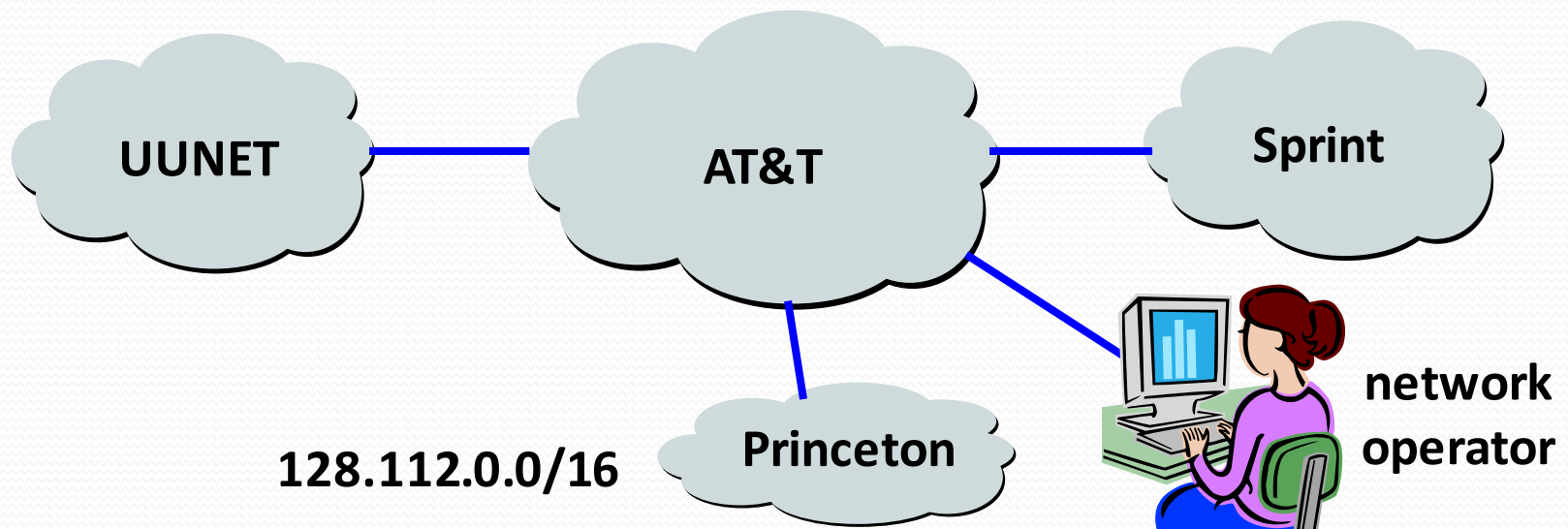
Import Policy: Filtering

- Discard some route announcements
 - Detect configuration mistakes and attacks
- Examples on session to a customer
 - Discard route if prefix not owned by the customer
 - Discard route that contains other large ISP in AS path



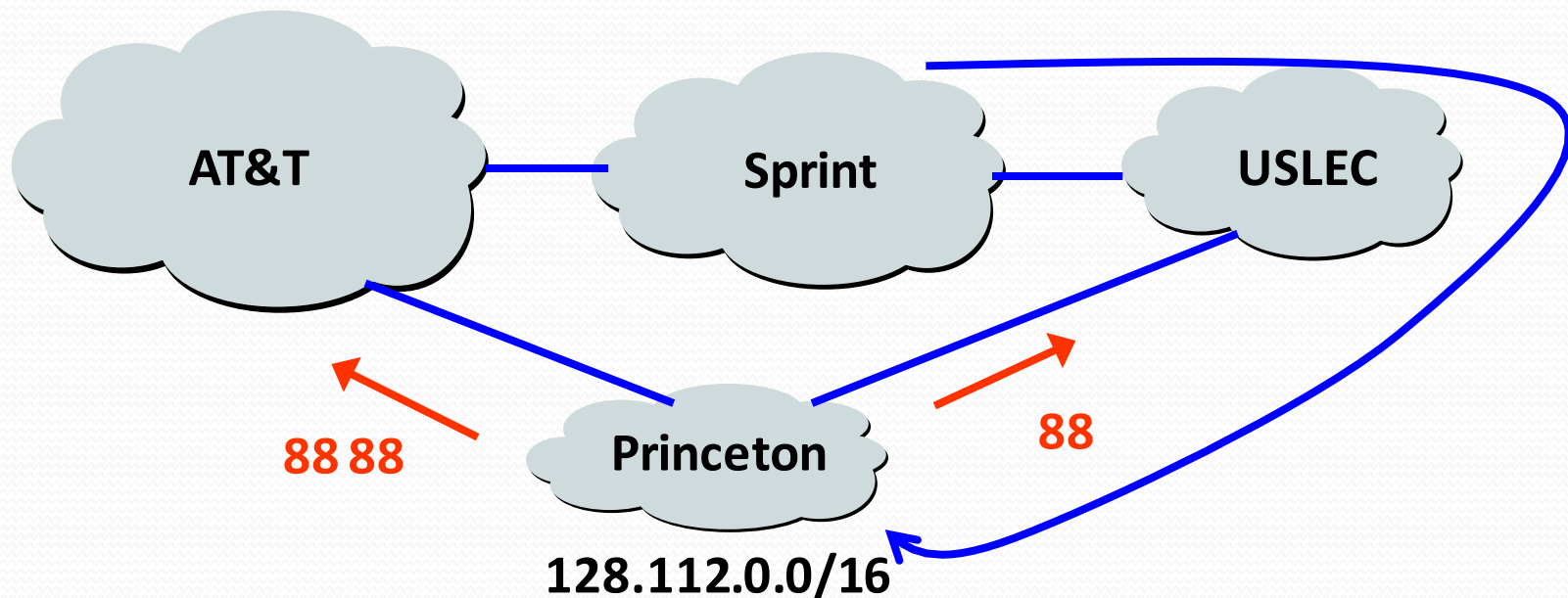
Export Policy: Filtering

- Discard some route announcements
 - Limit propagation of routing information
- Examples
 - Don't announce routes from one peer to another
 - Don't announce routes for network-management hosts



Export Policy: Attribute Manipulation

- Modify attributes of the active route
 - To influence the way other AS's behave
- Example: AS prepending
 - Artificially inflate the AS path length seen by others
 - To convince some AS's to send traffic another way

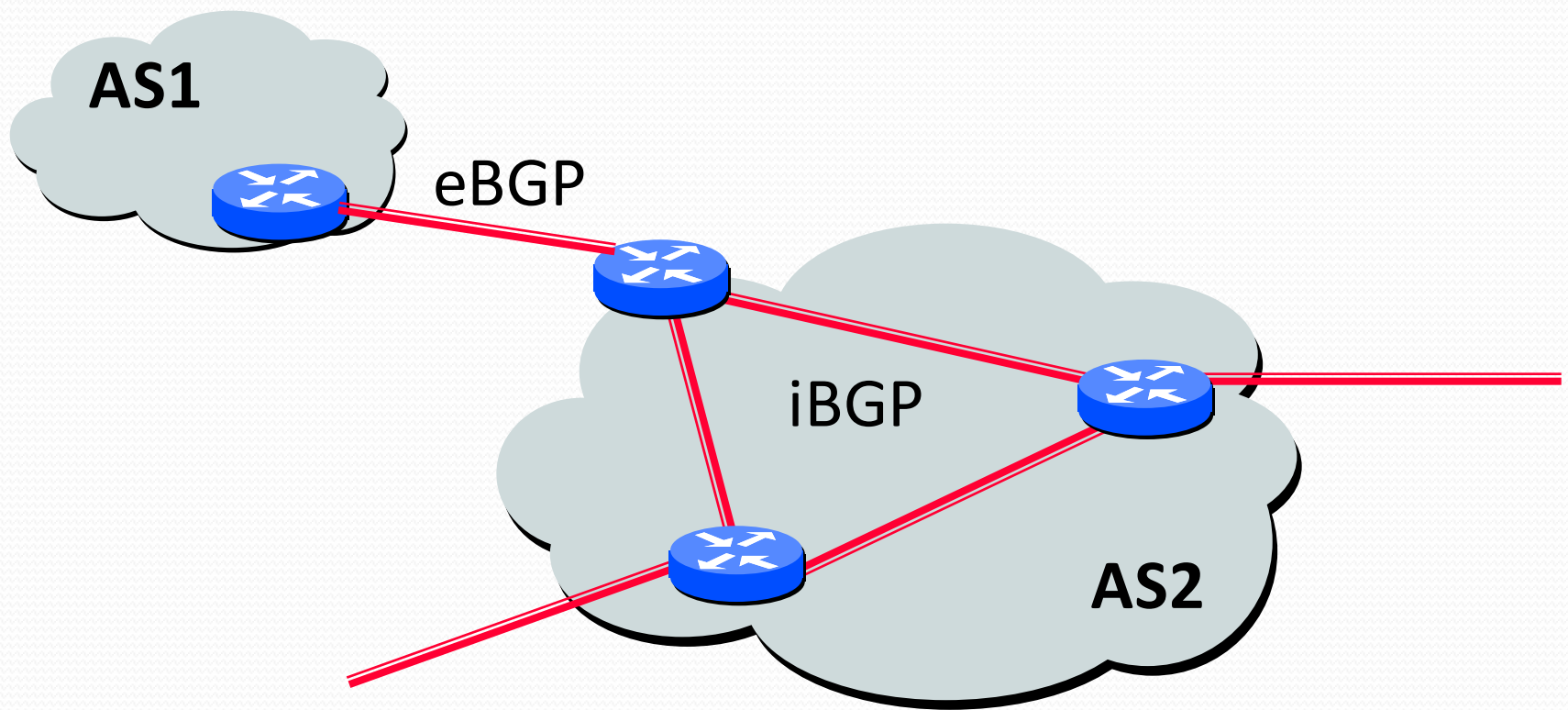


BGP Policy Configuration

- Routing policy languages are vendor-specific
 - Not part of the BGP protocol specification
 - Different languages for Cisco, Juniper, etc.
- Still, all languages have some key features
 - Policy as a list of clauses
 - Each clause matches on route attributes
 - ... and either discards or modifies the matching routes
- Configuration done by human operators
 - Implementing the policies of their AS
 - Business relationships, traffic engineering, security, ...
 - <http://www.cs.princeton.edu/~jrex/papers/policies.pdf>

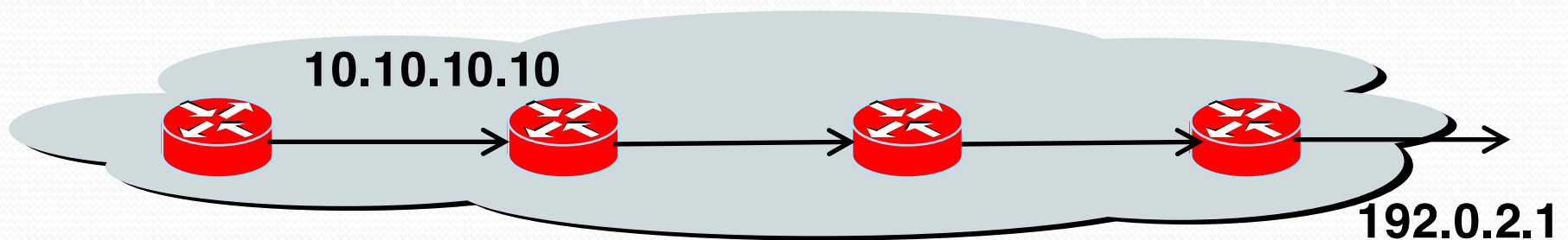
AS is Not a Single Node

- Multiple routers in an AS
 - Need to distribute BGP information within the AS
 - Internal BGP (iBGP) sessions between routers

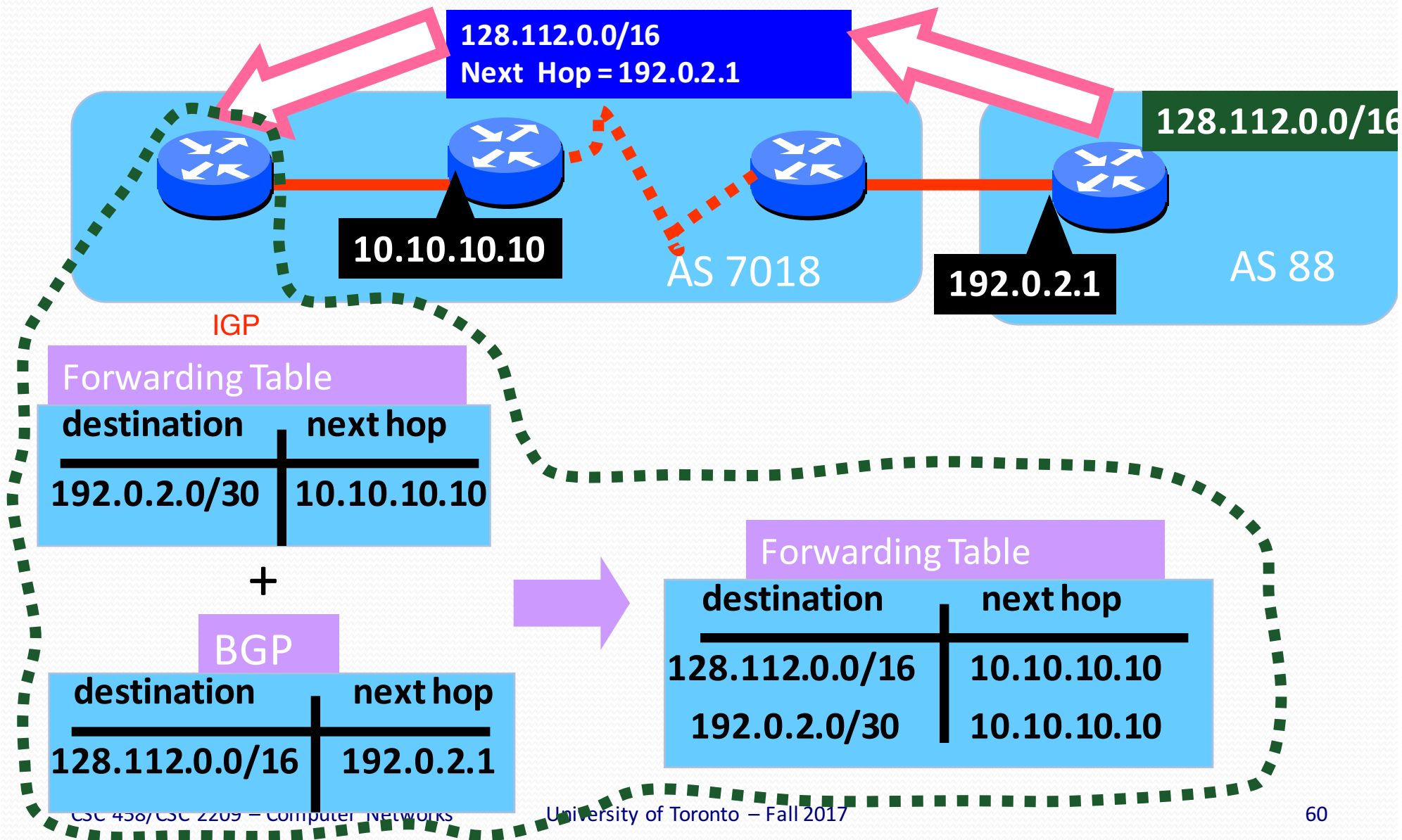


Joining BGP and IGP Information

- Border Gateway Protocol (BGP)
 - Announces reachability to external destinations
 - Maps a destination prefix to an egress point
 - 128.112.0.0/16 reached via 192.0.2.1 leaving border router
- Interior Gateway Protocol (IGP)
 - Used to compute paths within the AS
 - Maps an egress point to an outgoing link
 - 192.0.2.1 reached via 10.10.10.10



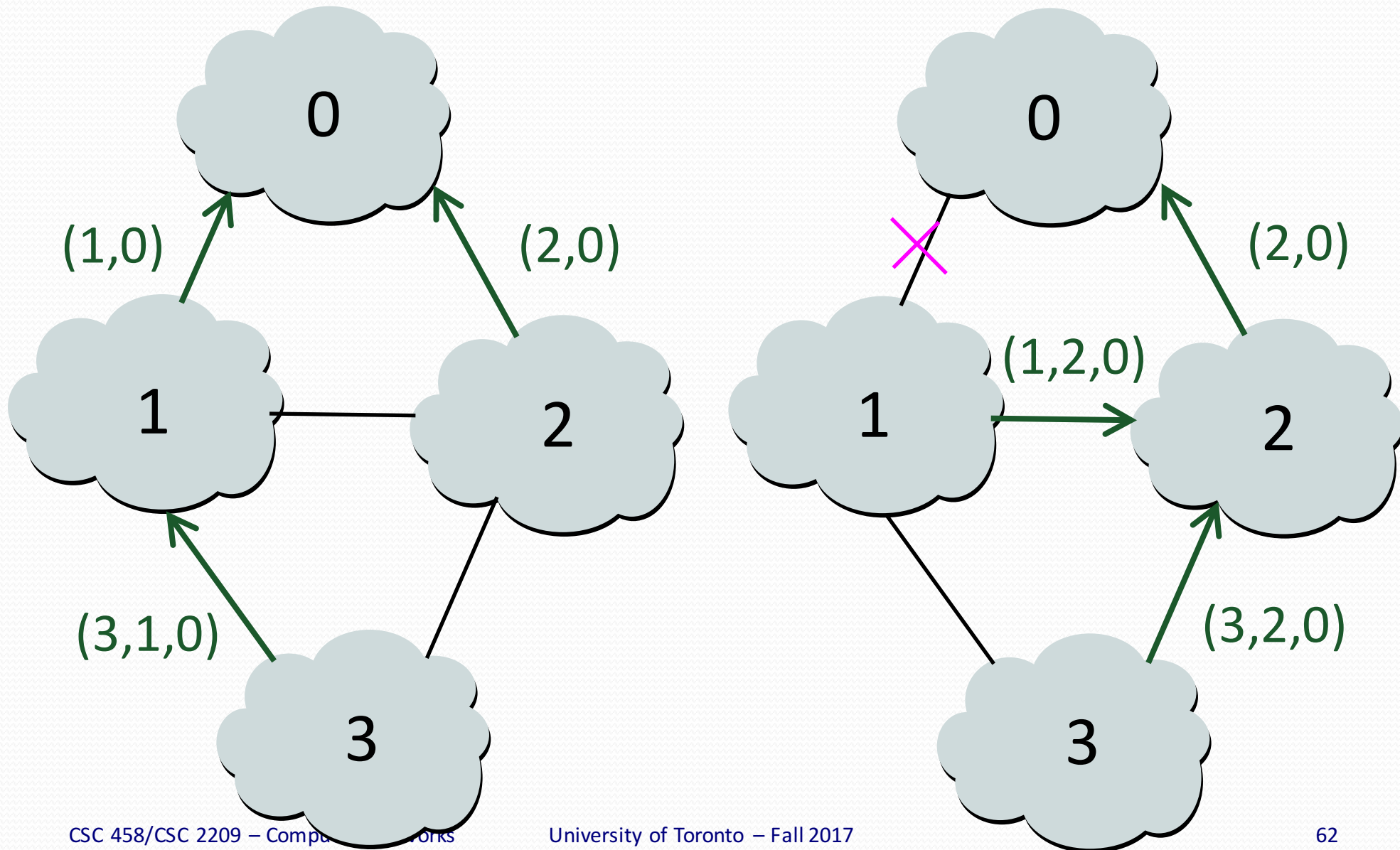
Joining BGP with IGP Information



Causes of BGP Routing Changes

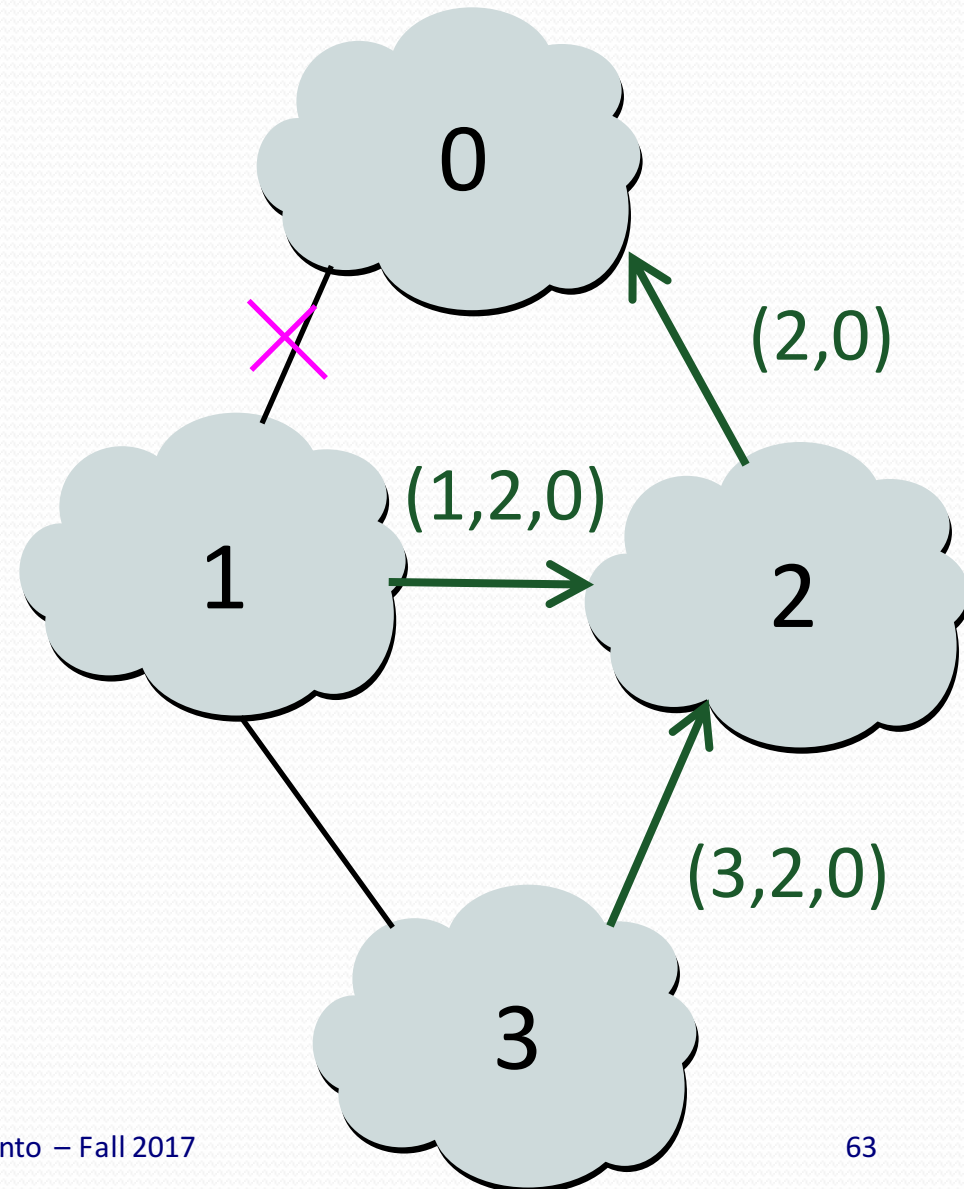
- Topology changes
 - Equipment going up or down
 - Deployment of new routers or sessions
- BGP session failures
 - Due to equipment failures, maintenance, etc.
 - Or, due to congestion on the physical path
- Changes in routing policy
 - Reconfiguration of preferences
 - Reconfiguration of route filters
- Persistent protocol oscillation
 - Conflicts between policies in different AS's

Routing Change: Before and After



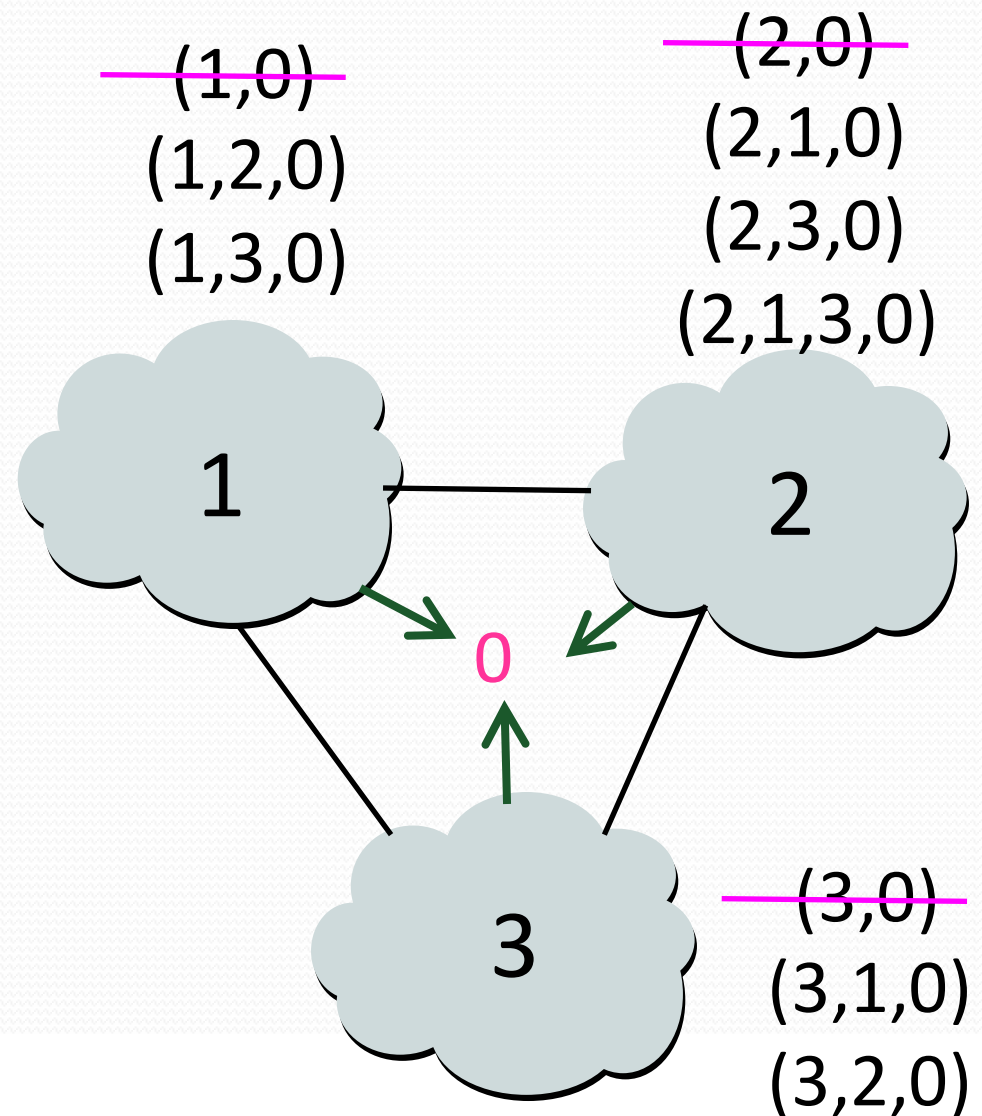
Routing Change: Path Exploration

- AS 1
 - Delete the route (1,0)
 - Switch to next route (1,2,0)
 - Send route (1,2,0) to AS 3
- AS 3
 - Sees (1,2,0) replace (1,0)
 - Compares to route (2,0)
 - Switches to using AS 2



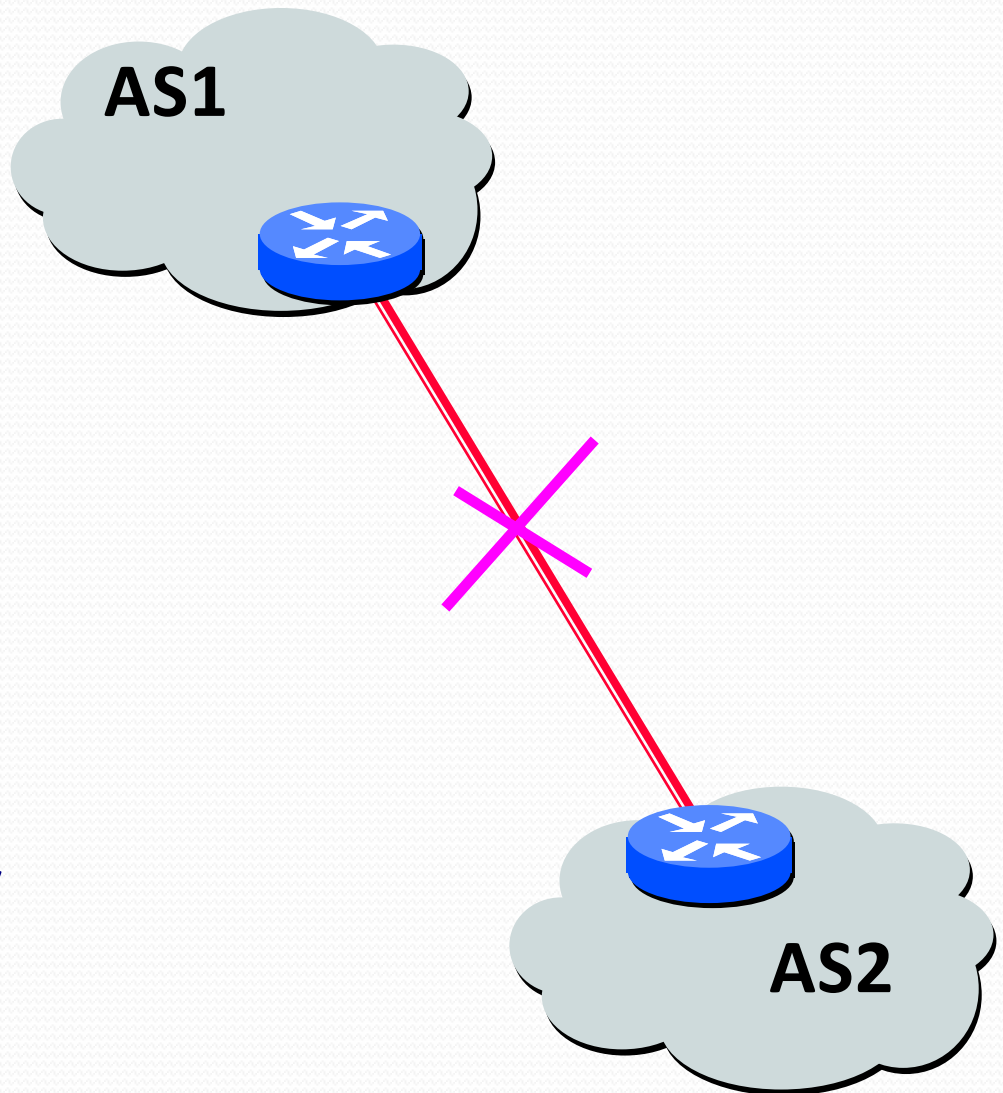
Routing Change: Path Exploration

- Initial situation
 - Destination 0 is alive
 - All AS's use direct path
- When destination dies
 - All AS's lose direct path
 - All switch to longer paths
 - Eventually withdrawn
- E.g., AS 2
 - $(2,0) \rightarrow (2,1,0)$
 - $(2,1,0) \rightarrow (2,3,0)$
 - $(2,3,0) \rightarrow (2,1,3,0)$
 - $(2,1,3,0) \rightarrow \text{null}$



BGP Session Failure

- BGP runs over TCP
 - BGP only sends updates when changes occur
 - TCP doesn't detect lost connectivity on its own
- Detecting a failure
 - Keep-alive: 60 seconds
 - Hold timer: 180 seconds
- Reacting to a failure
 - Discard all routes learned from the neighbor
 - Send new updates for any routes that change



BGP Converges Slowly, if at All

- Path vector avoids count-to-infinity
 - But, AS's still must explore many alternate paths
 - ... to find the highest-ranked path that is still available
- Fortunately, in practice
 - Most popular destinations have very stable BGP routes
 - And most instability lies in a few unpopular destinations
- Still, lower BGP convergence delay is a goal
 - Can be tens of seconds to tens of minutes
 - High for important interactive applications
 - ... or even conventional application, like Web browsing

Conclusions

- BGP is solving a hard problem
 - Routing protocol operating at a global scale
 - With tens of thousands of independent networks
 - That each have their own policy goals
 - And all want fast convergence
- Key features of BGP
 - Prefix-based path-vector protocol
 - Incremental updates (announcements and withdrawals)
 - Policies applied at import and export of routes
 - Internal BGP to distribute information within an AS
 - Interaction with the IGP to compute forwarding tables