

Chapter 5

Network Layer: Control Plane

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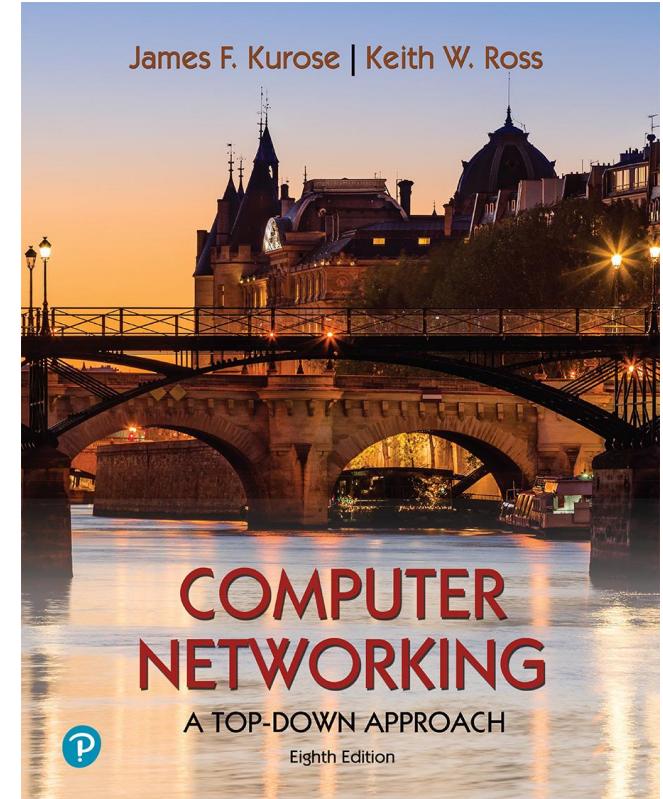
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*Computer Networking: A
Top-Down Approach*
8th edition
Jim Kurose, Keith Ross
Pearson, 2020

Network layer control plane: our goals

- understand principles behind network control plane:
 - traditional routing algorithms
 - SDN controllers
 - network management, configuration
- instantiation, implementation in the Internet:
 - OSPF, BGP
 - OpenFlow, ODL and ONOS controllers
 - Internet Control Message Protocol: ICMP

Network layer: “control plane” roadmap

- introduction
- routing protocols
 - link state
 - distance vector
- intra-ISP routing: OSPF
- routing among ISPs: BGP
- SDN control plane
- Internet Control Message Protocol



Network-layer functions

- **forwarding:** move packets from router's input to appropriate router output
- **routing:** determine route taken by packets from source to destination

data plane

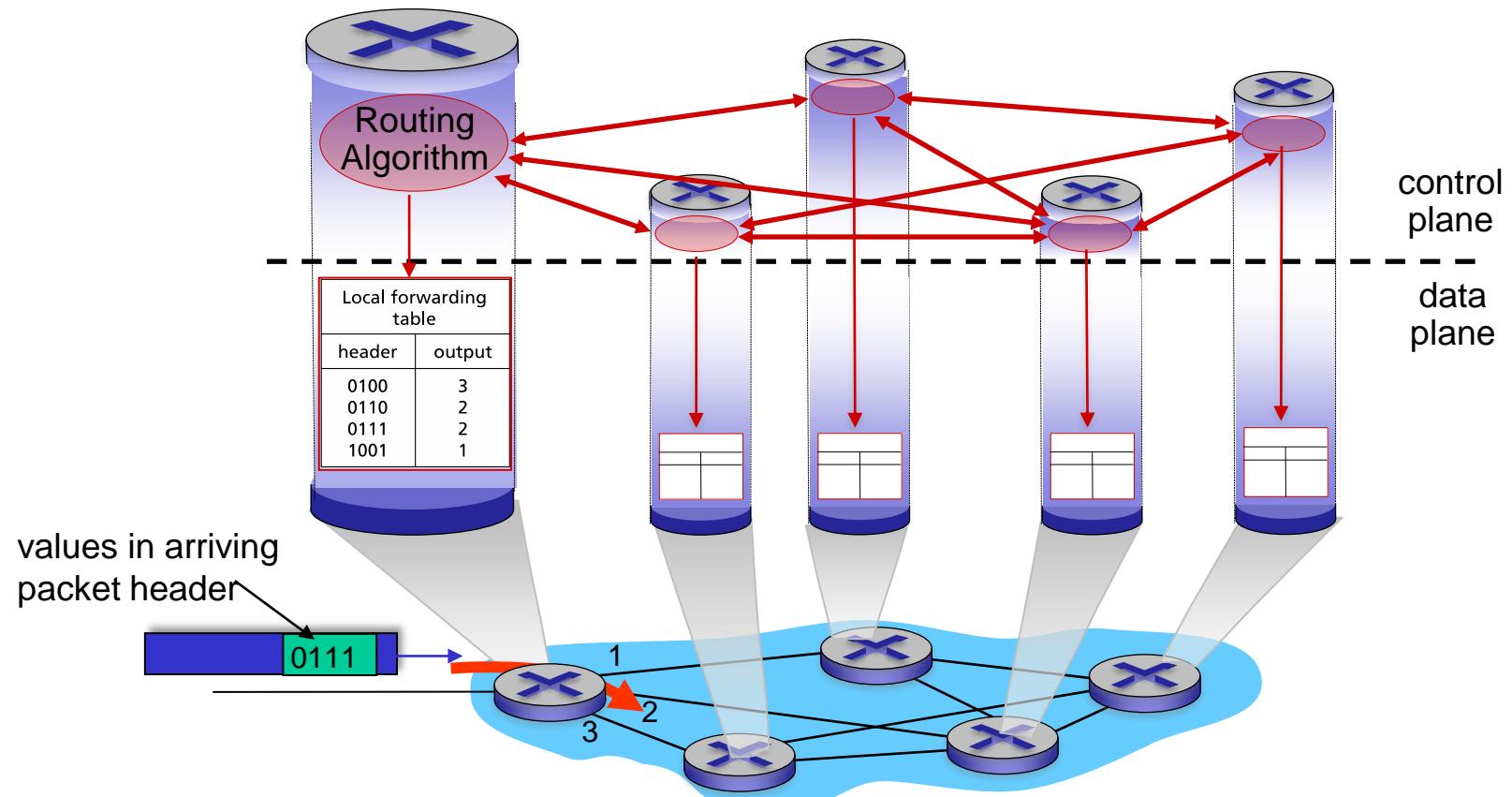
control plane

Two approaches to structuring network control plane:

- per-router control (traditional)
- logically centralized control (software defined networking)

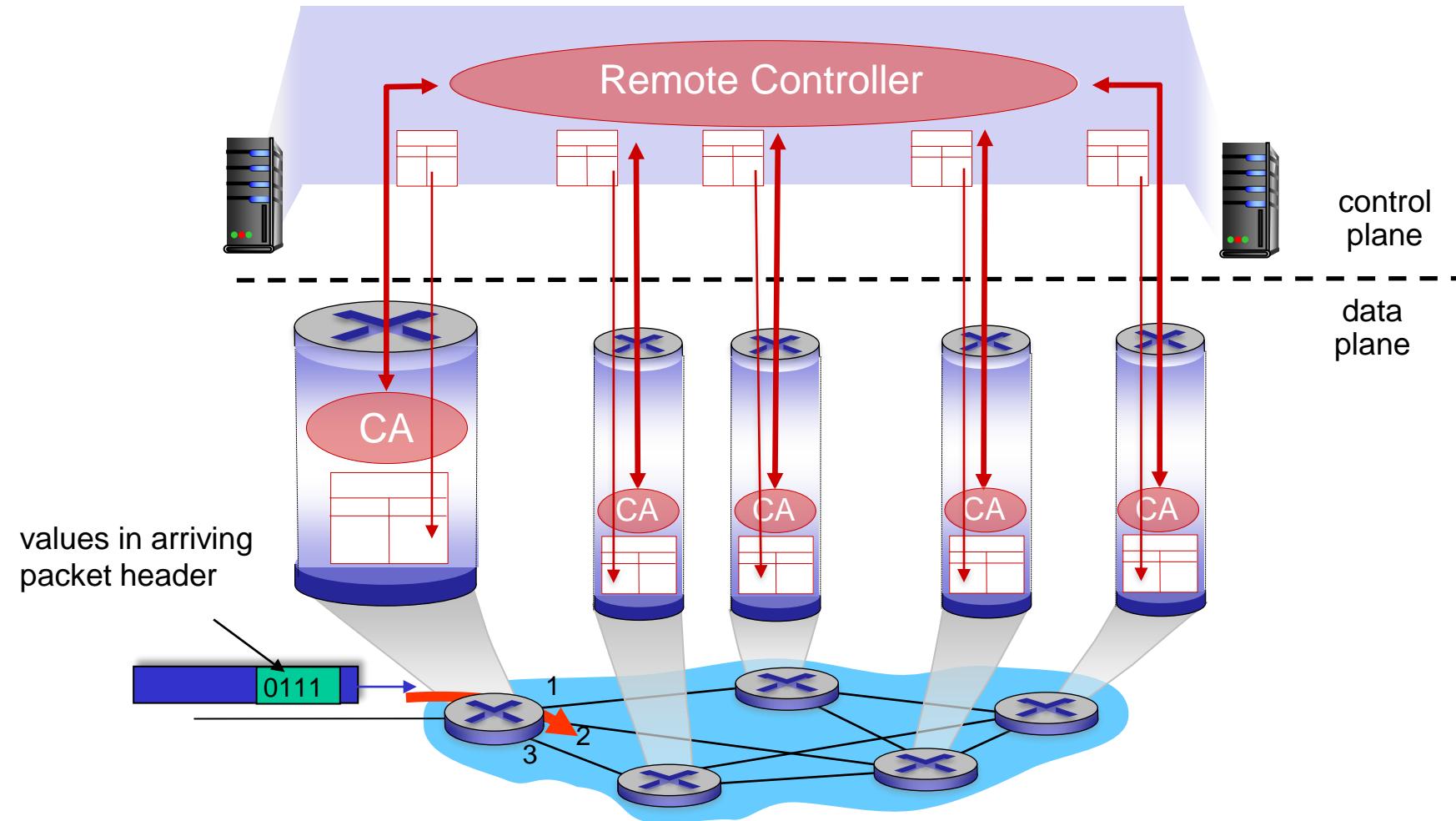
Per-router control plane

Individual routing algorithm components *in each and every router* interact in the control plane



Software-Defined Networking (SDN) control plane

Remote controller computes, installs forwarding tables in routers



Network layer: “control plane” roadmap

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- **routing protocols**
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Routing algorithm classification

Q: global or decentralized information?

global:

- ❖ all routers have complete topology, link cost info
- ❖ “link state” algorithms

decentralized:

- ❖ router knows physically-connected neighbors, link costs to neighbors
- ❖ iterative process of computation, exchange of info with neighbors
- ❖ “distance vector” algorithms

Q: static or dynamic?

static:

- ❖ routes change slowly over time

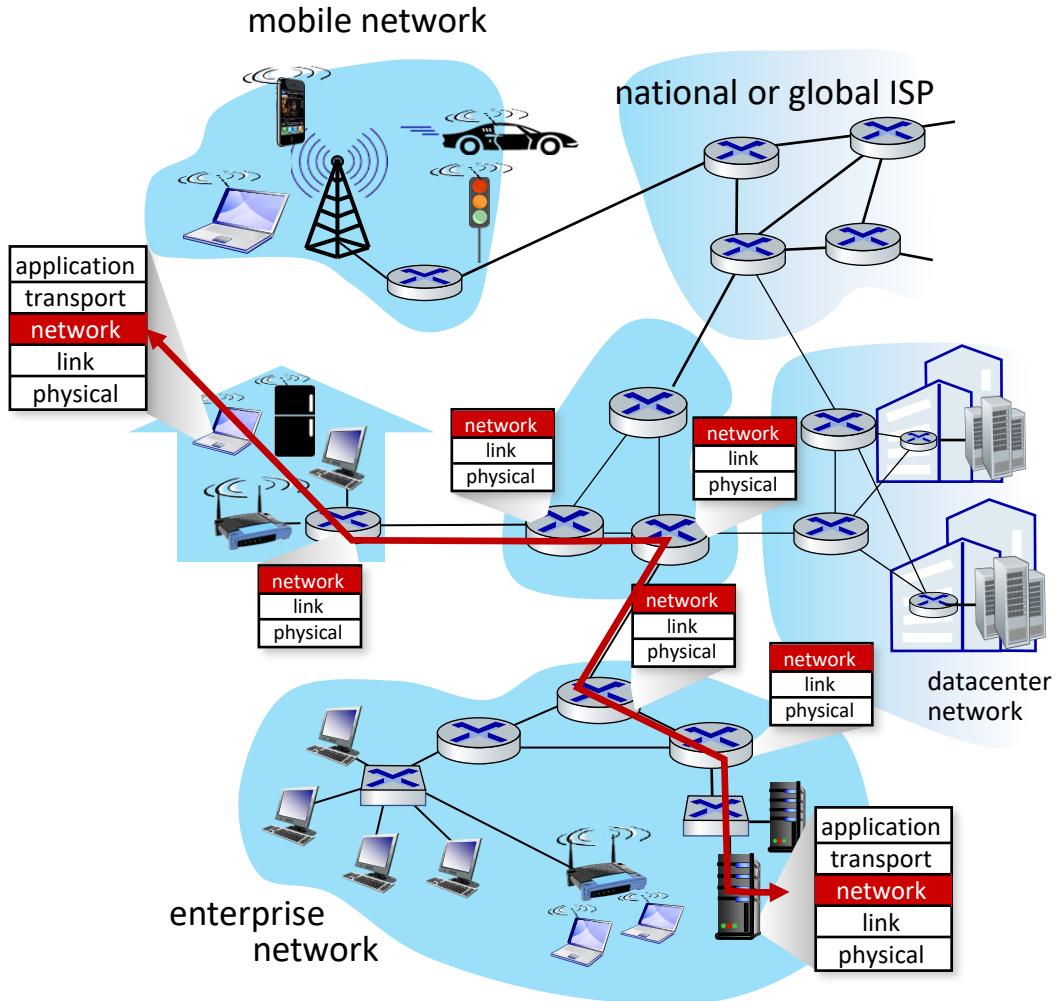
dynamic:

- ❖ routes change more quickly
 - periodic update
 - in response to link cost changes

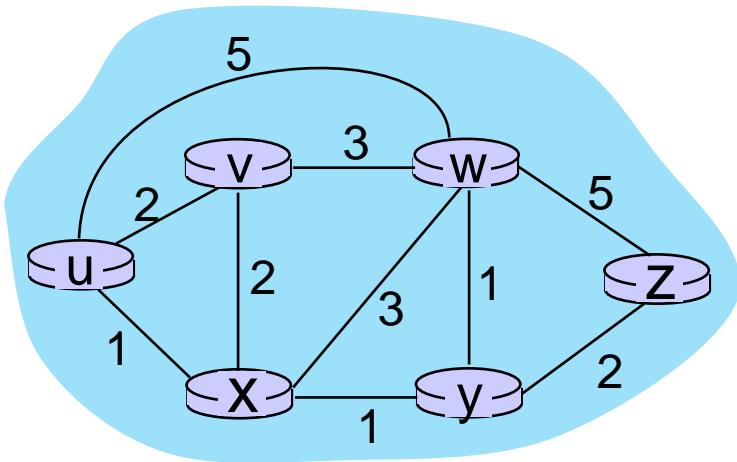
Routing protocols

Routing protocol goal: determine “good” paths (equivalently, routes), from sending hosts to receiving host, through network of routers

- **path:** sequence of routers packets traverse from given initial source host to final destination host
- **“good”:** least “cost”, “fastest”, “least congested”
- **routing:** a “top-10” networking challenge!



Graph abstraction: link costs



graph: $G = (N, E)$

N : set of routers = { u, v, w, x, y, z }

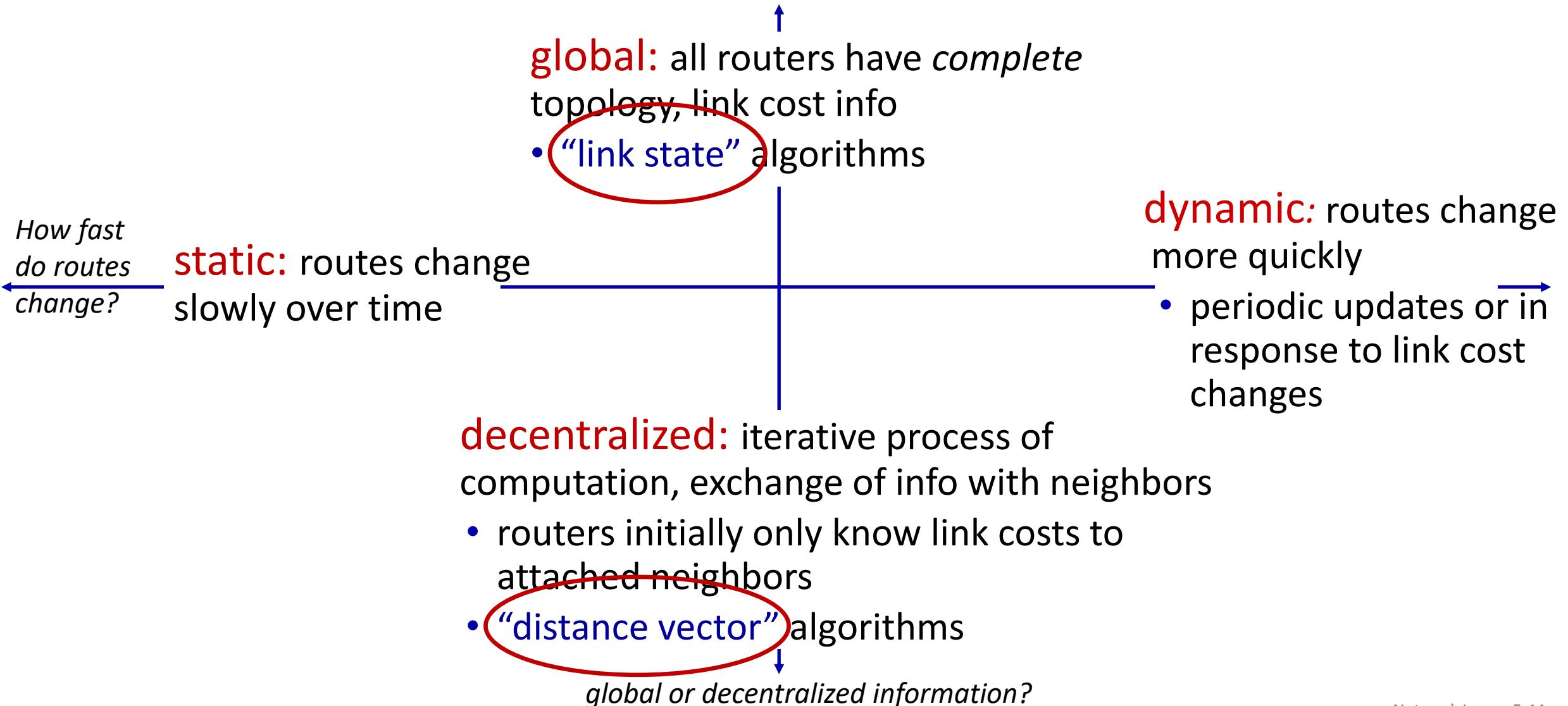
E : set of links = { $(u,v), (u,x), (v,x), (v,w), (x,w), (x,y), (w,y), (w,z), (y,z)$ }

$c_{a,b}$: cost of *direct* link connecting a and b

e.g., $c_{w,z} = 5, c_{u,z} = \infty$

cost defined by network operator:
could always be 1, or inversely related
to bandwidth, or inversely related to
congestion

Routing algorithm classification



Network layer: “control plane” roadmap

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Dijkstra's link-state routing algorithm

- **centralized:** network topology, link costs known to *all* nodes
 - accomplished via “link state broadcast”
 - all nodes have same info
- computes least cost paths from one node (“source”) to all other nodes
 - gives *forwarding table* for that node
- **iterative:** after k iterations, know least cost path to k destinations

notation

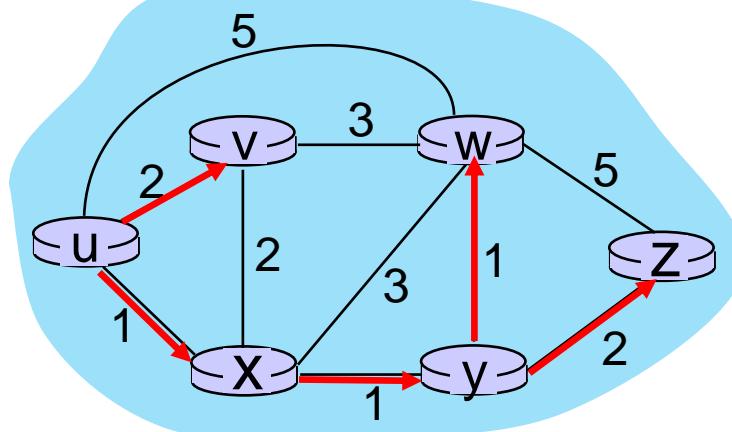
- $c_{x,y}$: direct link cost from node x to y ; $= \infty$ if not direct neighbors
- $D(v)$: *current* estimate of cost of least-cost-path from source to destination v
- $p(v)$: predecessor node along path from source to v
- N' : set of nodes whose least-cost-path *definitively* known

Dijkstra's link-state routing algorithm

```
1 Initialization:
2    $N' = \{u\}$                                 /* compute least cost path from u to all other nodes */
3   for all nodes  $v$ 
4     if  $v$  adjacent to  $u$                       /*  $u$  initially knows direct-path-cost only to direct neighbors */
5       then  $D(v) = c_{u,v}$                       /* but may not be minimum cost!
6     else  $D(v) = \infty$ 
7
8 Loop
9   find  $w$  not in  $N'$  such that  $D(w)$  is a minimum
10  add  $w$  to  $N'$ 
11  update  $D(v)$  for all  $v$  adjacent to  $w$  and not in  $N'$ :
12     $D(v) = \min(D(v), D(w) + c_{w,v})$ 
13  /* new least-path-cost to  $v$  is either old least-cost-path to  $v$  or known
14    least-cost-path to  $w$  plus direct-cost from  $w$  to  $v$  */
15 until all nodes in  $N'$ 
```

Dijkstra's algorithm: an example

Step	N'	$D(v), p(v)$	$D(w), p(w)$	$D(x), p(x)$	$D(y), p(y)$	$D(z), p(z)$
0	u	2, u	5, u	1, u	∞	∞
1	u, x	2, u	4, x	2, x	∞	∞
2	u, x, y	2, u	3, y	∞	4, y	∞
3	u, x, y, v	∞	3, y	∞	4, y	∞
4	u, x, y, v, w	∞	∞	∞	4, y	∞
5	u, x, y, v, w, z	∞	∞	∞	∞	∞

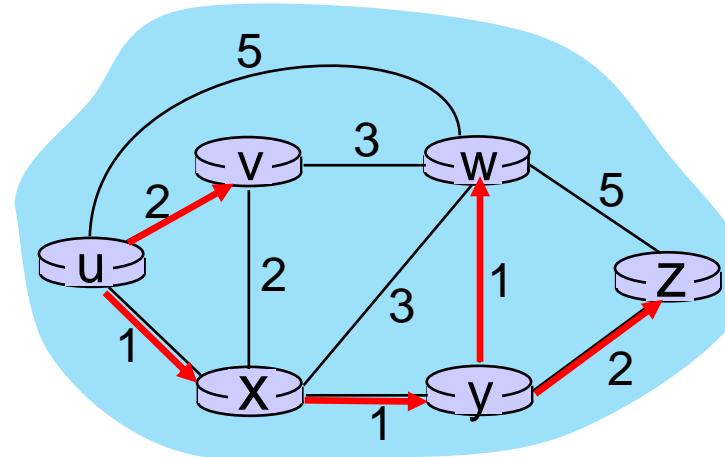


Initialization (step 0): For all a : if a adjacent to u then $D(a) = c_{u,a}$

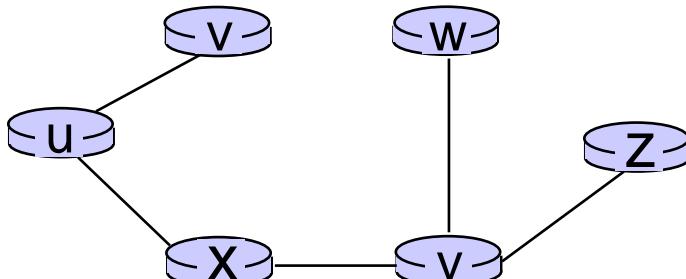
find a not in N' such that $D(a)$ is a minimum
 add a to N'
 update $D(b)$ for all b adjacent to a and not in N' :

$$D(b) = \min (D(b), D(a) + c_{a,b})$$

Dijkstra's algorithm: an example



resulting least-cost-path tree from u:



resulting forwarding table in u:

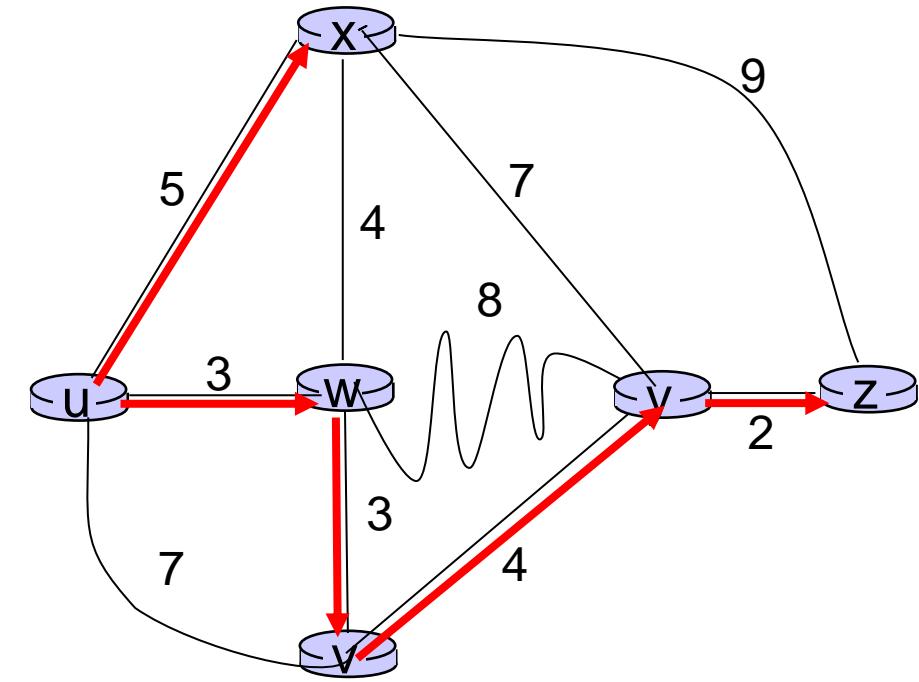
destination	outgoing link
v	(u,v)
x	(u,x)
y	(u,x)
w	(u,x)
z	(u,x)

route from u to v directly

route from u to all other destinations via x

Dijkstra's algorithm: another example

Step	N'	v	w	x	y	z
0	u	$D(v), p(v)$	$D(w), p(w)$	$D(x), p(x)$	$D(y), p(y)$	$D(z), p(z)$
1	uw	$7, u$	$3, u$	$5, u$	∞	∞
2	uwx	$6, w$	$5, u$	$11, w$	∞	∞
3	$uwxv$	$6, w$	$11, w$	$14, x$	∞	∞
4	$uwxy$	$10, v$	$14, x$	∞	∞	∞
5	$uwxyz$	$12, y$	∞	∞	∞	∞



notes:

- construct least-cost-path tree by tracing predecessor nodes
- ties can exist (can be broken arbitrarily)

Dijkstra's algorithm: discussion

algorithm complexity: n nodes

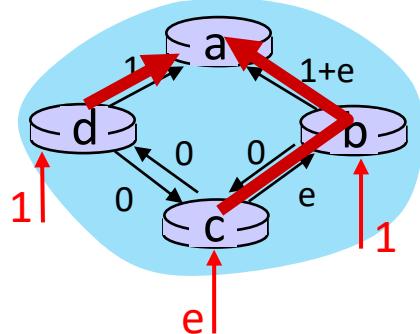
- each of n iterations: need to check all nodes, w , not in N
- $n(n+1)/2$ comparisons: $O(n^2)$ complexity
- more efficient implementations possible: $O(n \log n)$

message complexity:

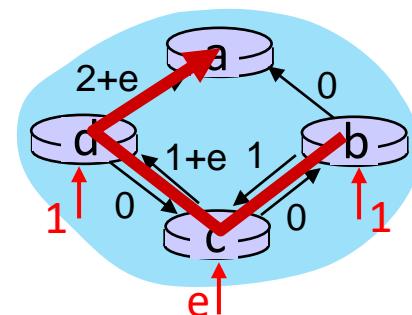
- each router must *broadcast* its link state information to other n routers
- efficient (and interesting!) broadcast algorithms: $O(n)$ link crossings to disseminate a broadcast message from one source
- each router's message crosses $O(n)$ links: overall message complexity: $O(n^2)$

Dijkstra's algorithm: oscillations possible

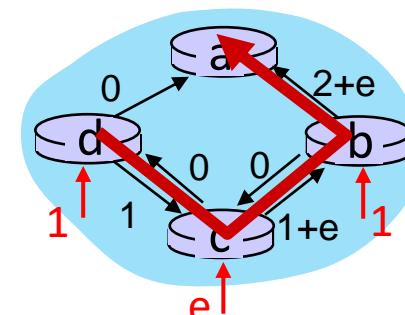
- when link costs depend on traffic volume, **route oscillations** possible
- sample scenario:
 - routing to destination a, traffic entering at d, c, b with rates 1, e (<1), 1
 - link costs are directional, and volume-dependent



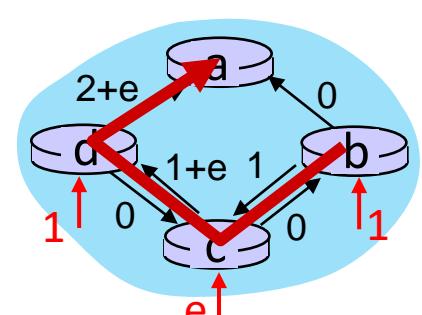
initially



given these costs,
find new routing....
resulting in new costs



given these costs,
find new routing....
resulting in new costs



given these costs,
find new routing....
resulting in new costs

Network layer: “control plane” roadmap

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- **routing protocols**
 - link state
 - **distance vector**
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Distance vector algorithm

Based on *Bellman-Ford* (BF) equation (dynamic programming):

Bellman-Ford equation

Let $D_x(y)$: cost of least-cost path from x to y .

Then:

$$D_x(y) = \min_v \{ c_{x,v} + D_v(y) \}$$

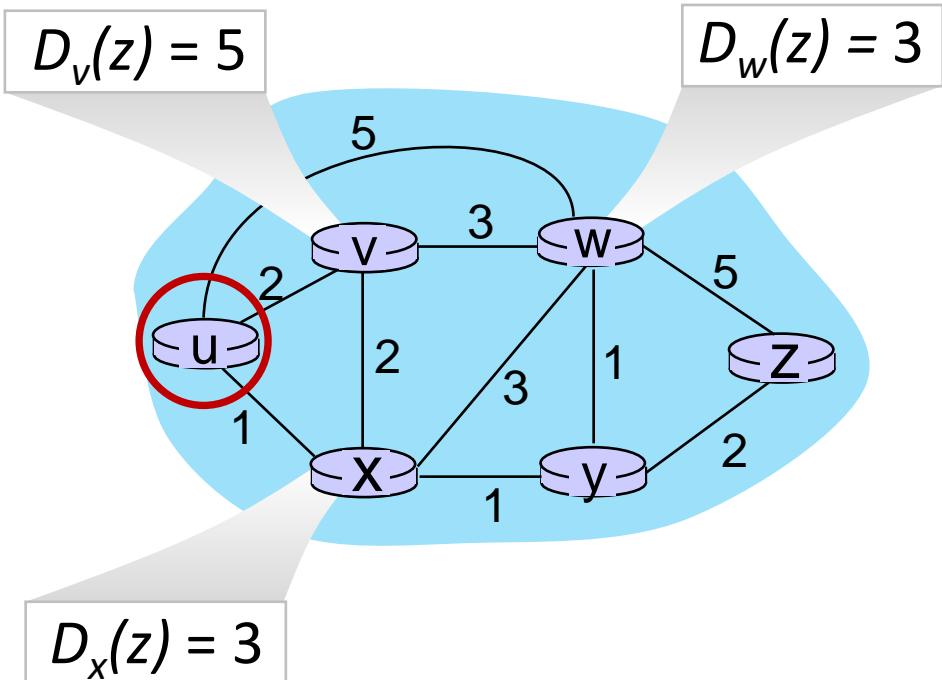
\min taken over all neighbors v of x

v 's estimated least-cost-path cost to y

direct cost of link from x to v

Bellman-Ford Example

Suppose that u 's neighboring nodes, x, v, w , know that for destination z :



Bellman-Ford equation says:

$$\begin{aligned} D_u(z) &= \min \{ c_{u,v} + D_v(z), \\ &\quad c_{u,x} + D_x(z), \\ &\quad c_{u,w} + D_w(z) \} \\ &= \min \{ 2 + 5, \\ &\quad 1 + 3, \\ &\quad 5 + 3 \} = 4 \end{aligned}$$

node achieving minimum (x) is next hop on estimated least-cost path to destination (z)

Distance vector algorithm

key idea:

- from time-to-time, each node sends its own distance vector estimate to neighbors
- when x receives new DV estimate from any neighbor, it updates its own DV using B-F equation:

$$D_x(y) \leftarrow \min_v \{c_{x,v} + D_v(y)\} \text{ for each node } y \in N$$

- under minor, natural conditions, the estimate $D_x(y)$ converge to the actual least cost $d_x(y)$

Distance vector algorithm:

each node:

-
- ```
graph TD; A["wait for (change in local link cost or msg from neighbor)"] --> B["recompute DV estimates using DV received from neighbor"]; B --> C["if DV to any destination has changed, notify neighbors"]
```
- wait* for (change in local link cost or msg from neighbor)
  - recompute* DV estimates using DV received from neighbor
  - if DV to any destination has changed, *notify* neighbors

**iterative, asynchronous:** each local iteration caused by:

- local link cost change
- DV update message from neighbor

**distributed, self-stopping:** each node notifies neighbors *only* when its DV changes

- neighbors then notify their neighbors – *only if necessary*
- no notification received, no actions taken!

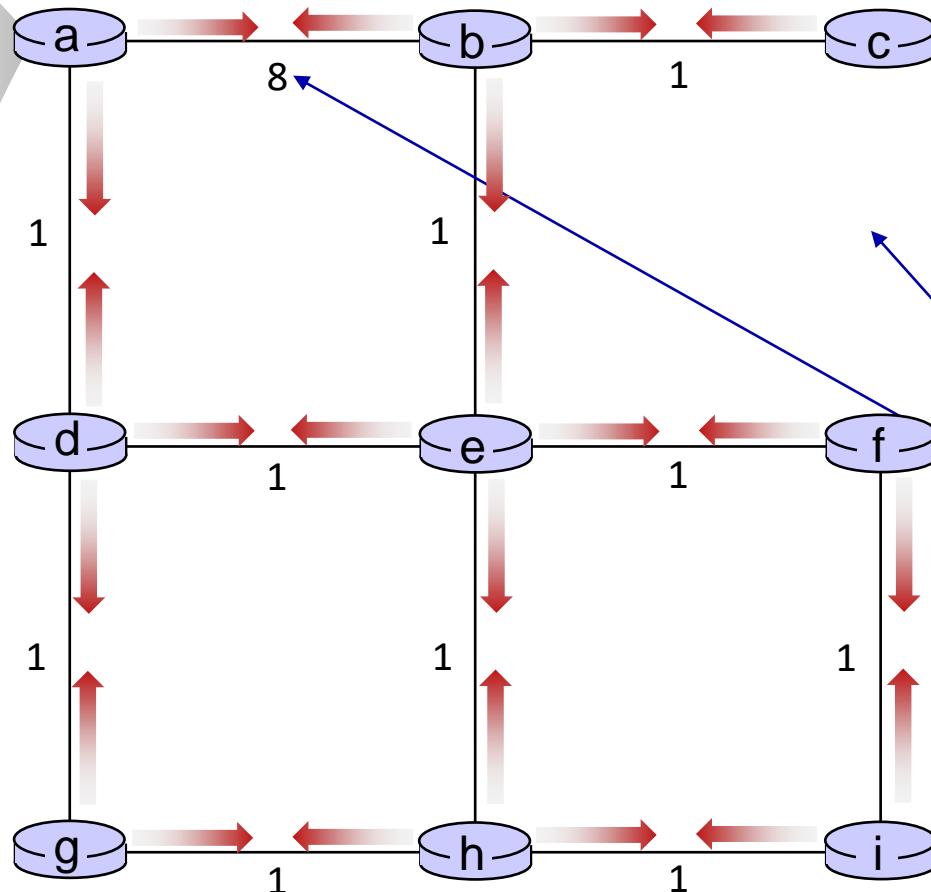
# Distance vector: example



$t=0$

- All nodes have distance estimates to nearest neighbors (only)
- All nodes send their local distance vector to their neighbors

| DV in a:          |
|-------------------|
| $D_a(a)=0$        |
| $D_a(b) = 8$      |
| $D_a(c) = \infty$ |
| $D_a(d) = 1$      |
| $D_a(e) = \infty$ |
| $D_a(f) = \infty$ |
| $D_a(g) = \infty$ |
| $D_a(h) = \infty$ |
| $D_a(i) = \infty$ |



- A few asymmetries:
  - missing link
  - larger cost

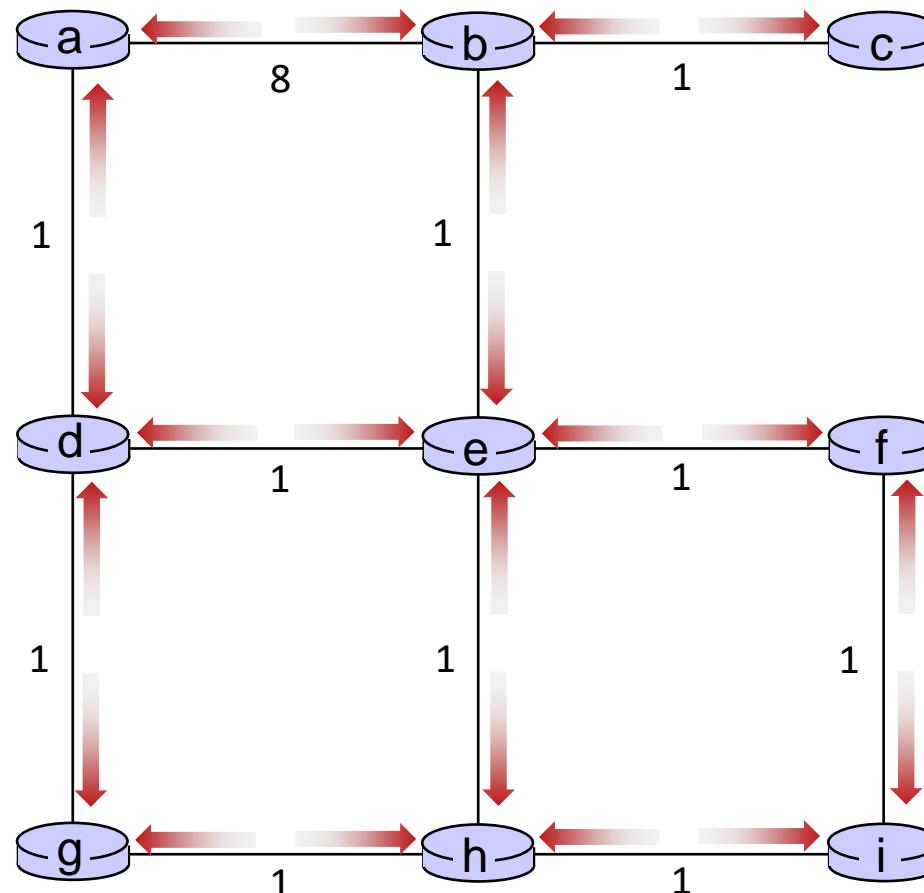
# Distance vector example: iteration



$t=1$

All nodes:

- receive distance vectors from neighbors
- compute their new local distance vector
- send their new local distance vector to neighbors



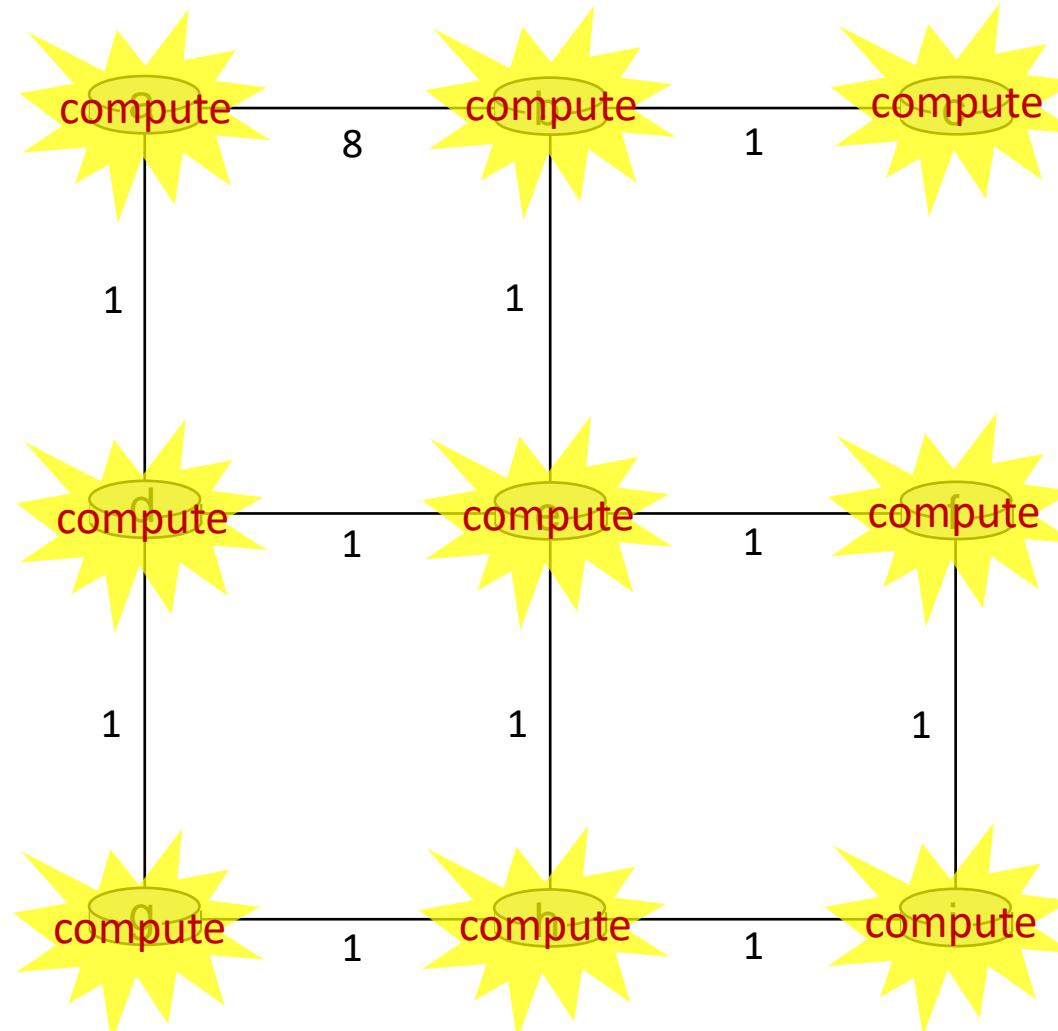
# Distance vector example: iteration



$t=1$

All nodes:

- receive distance vectors from neighbors
- compute their new local distance vector
- send their new local distance vector to neighbors



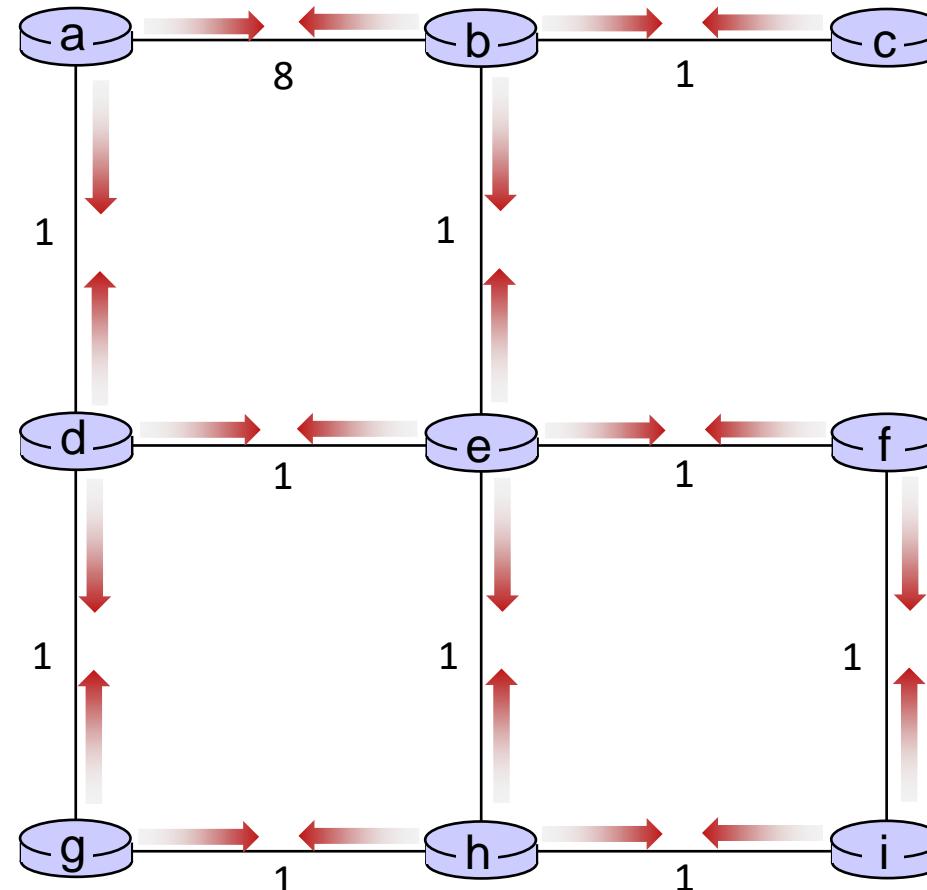
# Distance vector example: iteration



$t=1$

All nodes:

- receive distance vectors from neighbors
- compute their new local distance vector
- send their new local distance vector to neighbors



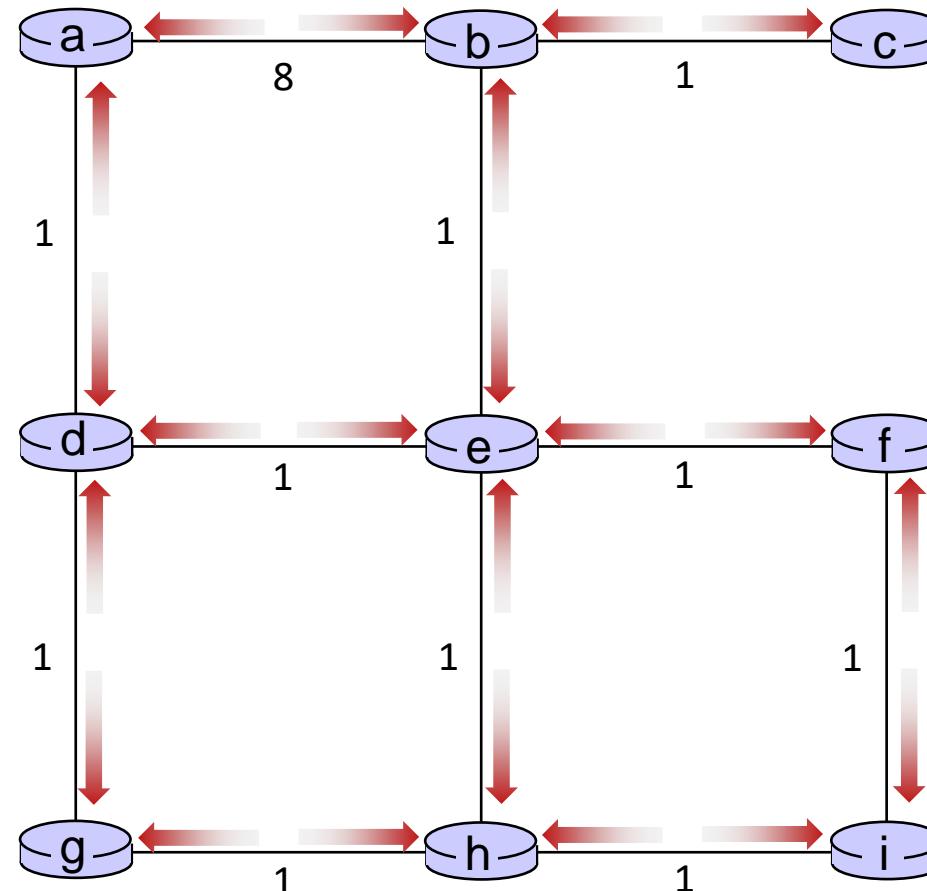
# Distance vector example: iteration



$t=2$

All nodes:

- receive distance vectors from neighbors
- compute their new local distance vector
- send their new local distance vector to neighbors



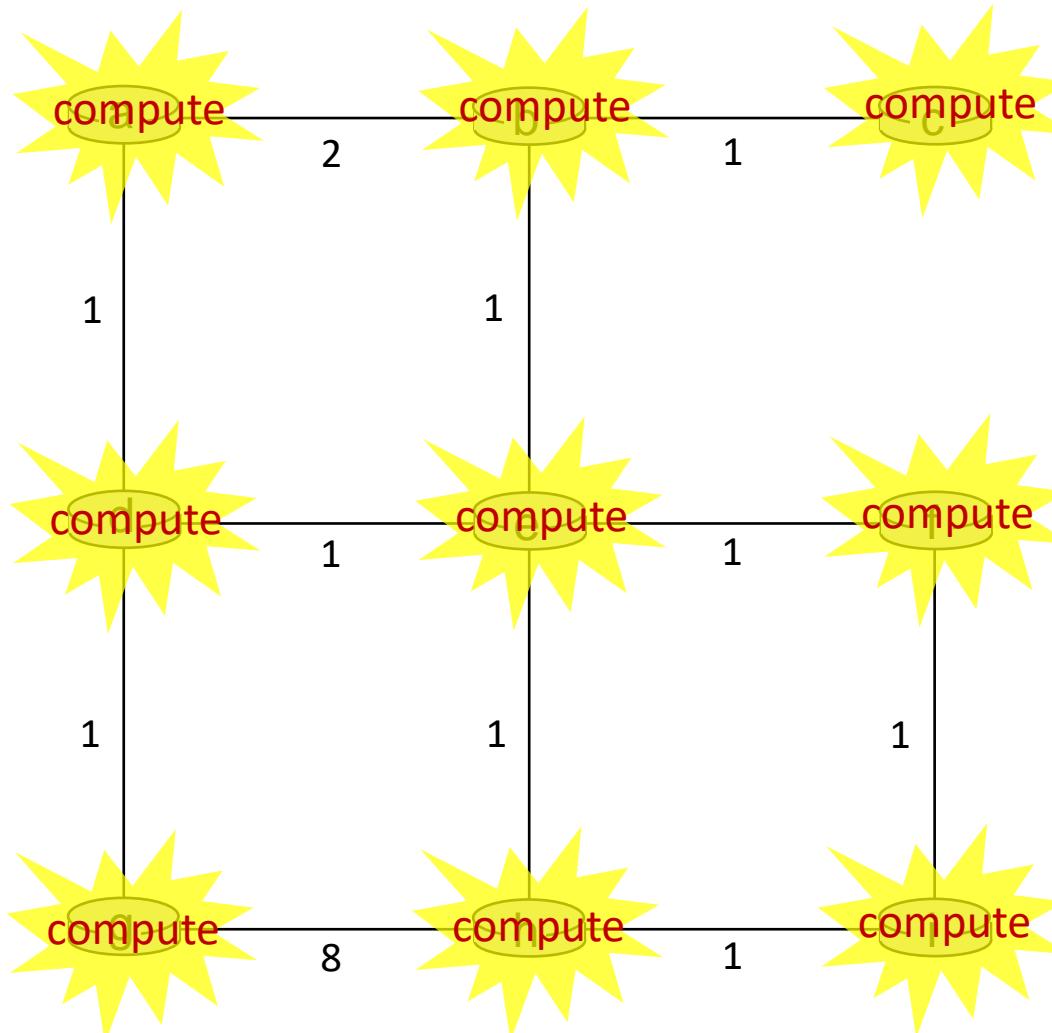
# Distance vector example: iteration



$t=2$

All nodes:

- receive distance vectors from neighbors
- compute their new local distance vector
- send their new local distance vector to neighbors



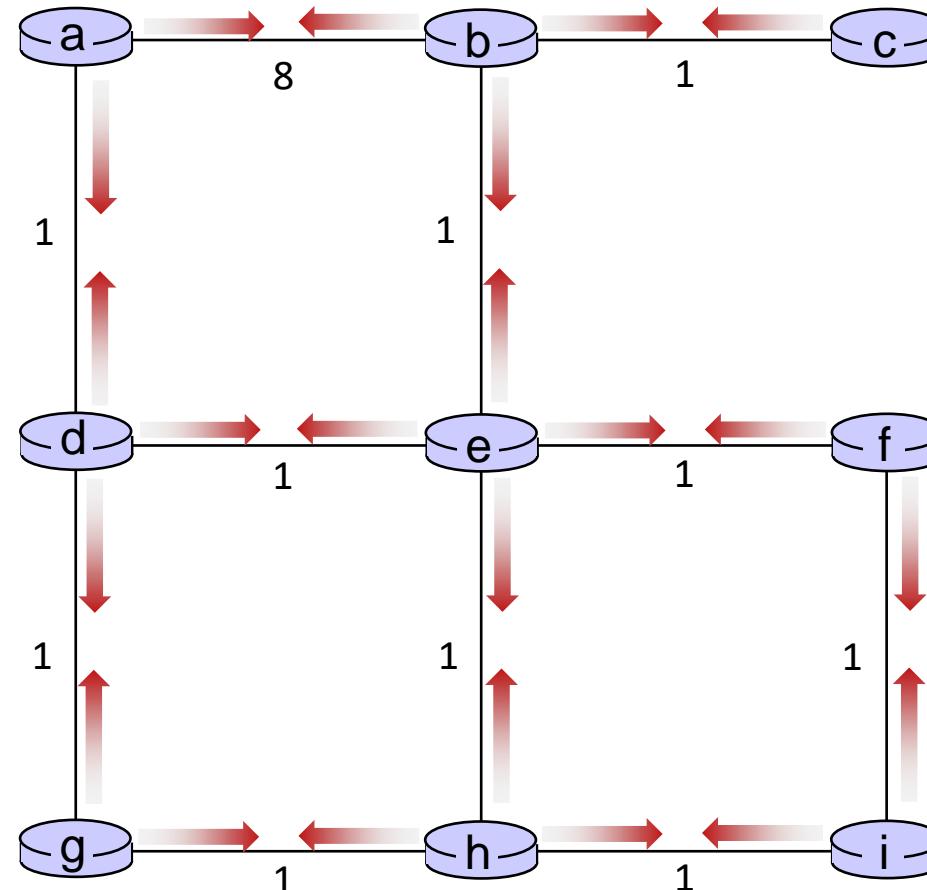
# Distance vector example: iteration



$t=2$

All nodes:

- receive distance vectors from neighbors
- compute their new local distance vector
- send their new local distance vector to neighbors



# Distance vector example: iteration

.... and so on

Let's next take a look at the iterative *computations* at nodes

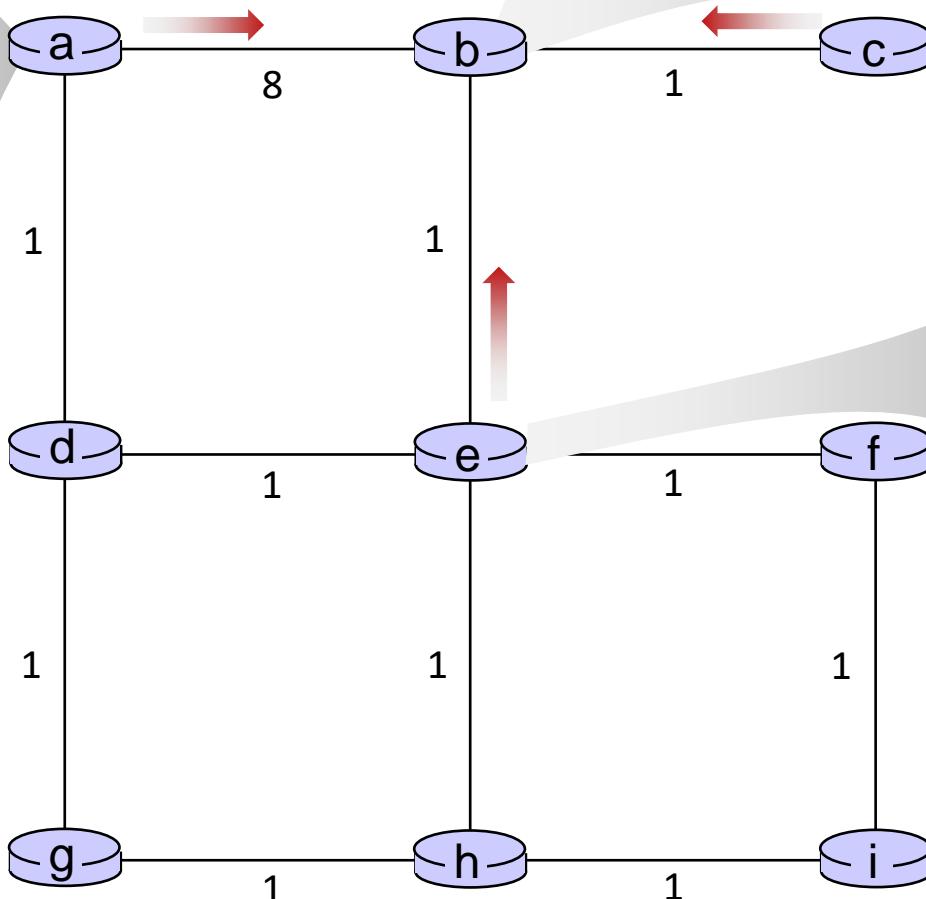
# Distance vector example: t=1



**t=1**

- b receives DVs from a, c, e

| DV in a:          |
|-------------------|
| $D_a(a) = 0$      |
| $D_a(b) = 8$      |
| $D_a(c) = \infty$ |
| $D_a(d) = 1$      |
| $D_a(e) = \infty$ |
| $D_a(f) = \infty$ |
| $D_a(g) = \infty$ |
| $D_a(h) = \infty$ |
| $D_a(i) = \infty$ |



| DV in b:          |                   |
|-------------------|-------------------|
| $D_b(a) = 8$      | $D_b(f) = \infty$ |
| $D_b(c) = 1$      | $D_b(g) = \infty$ |
| $D_b(d) = \infty$ | $D_b(h) = \infty$ |
| $D_b(e) = 1$      | $D_b(i) = \infty$ |

| DV in c:          |
|-------------------|
| $D_c(a) = \infty$ |
| $D_c(b) = 1$      |
| $D_c(c) = 0$      |
| $D_c(d) = \infty$ |
| $D_c(e) = \infty$ |
| $D_c(f) = \infty$ |
| $D_c(g) = \infty$ |
| $D_c(h) = \infty$ |
| $D_c(i) = \infty$ |

| DV in e:          |
|-------------------|
| $D_e(a) = \infty$ |
| $D_e(b) = 1$      |
| $D_e(c) = \infty$ |
| $D_e(d) = 1$      |
| $D_e(e) = 0$      |
| $D_e(f) = 1$      |
| $D_e(g) = \infty$ |
| $D_e(h) = 1$      |
| $D_e(i) = \infty$ |

# Distance vector example: t=1

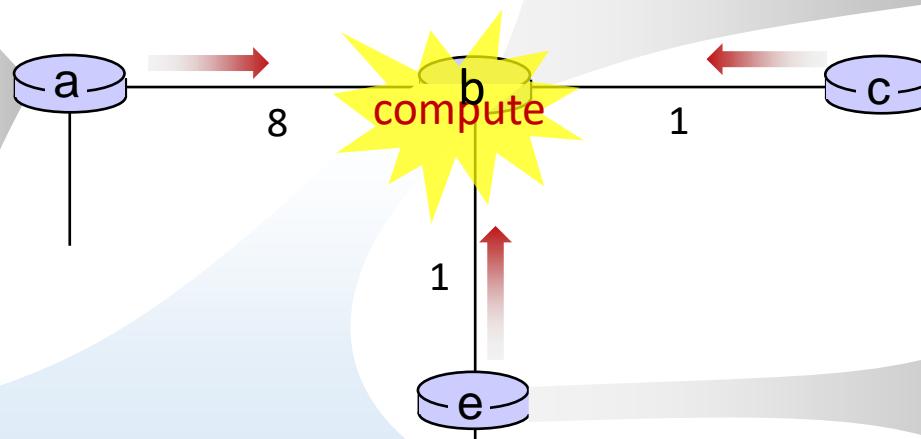


**t=1**

- b receives DVs from a, c, e, computes:

$$\begin{aligned}
 D_b(a) &= \min\{c_{b,a}+D_a(a), c_{b,c}+D_c(a), c_{b,e}+D_e(a)\} = \min\{8, \infty, \infty\} = 8 \\
 D_b(c) &= \min\{c_{b,a}+D_a(c), c_{b,c}+D_c(c), c_{b,e}+D_e(c)\} = \min\{\infty, 1, \infty\} = 1 \\
 D_b(d) &= \min\{c_{b,a}+D_a(d), c_{b,c}+D_c(d), c_{b,e}+D_e(d)\} = \min\{9, 2, \infty\} = 2 \\
 D_b(e) &= \min\{c_{b,a}+D_a(e), c_{b,c}+D_c(e), c_{b,e}+D_e(e)\} = \min\{\infty, \infty, 1\} = 1 \\
 D_b(f) &= \min\{c_{b,a}+D_a(f), c_{b,c}+D_c(f), c_{b,e}+D_e(f)\} = \min\{\infty, \infty, 2\} = 2 \\
 D_b(g) &= \min\{c_{b,a}+D_a(g), c_{b,c}+D_c(g), c_{b,e}+D_e(g)\} = \min\{\infty, \infty, \infty\} = \infty \\
 D_b(h) &= \min\{c_{b,a}+D_a(h), c_{b,c}+D_c(h), c_{b,e}+D_e(h)\} = \min\{\infty, \infty, 2\} = 2 \\
 D_b(i) &= \min\{c_{b,a}+D_a(i), c_{b,c}+D_c(i), c_{b,e}+D_e(i)\} = \min\{\infty, \infty, \infty\} = \infty
 \end{aligned}$$

| DV in a:          |
|-------------------|
| $D_a(a)=0$        |
| $D_a(b) = 8$      |
| $D_a(c) = \infty$ |
| $D_a(d) = 1$      |
| $D_a(e) = \infty$ |
| $D_a(f) = \infty$ |
| $D_a(g) = \infty$ |
| $D_a(h) = \infty$ |
| $D_a(i) = \infty$ |



| DV in b:          |                   |
|-------------------|-------------------|
| $D_b(a) = 8$      | $D_b(f) = \infty$ |
| $D_b(c) = 1$      | $D_b(g) = \infty$ |
| $D_b(d) = \infty$ | $D_b(h) = \infty$ |
| $D_b(e) = 1$      | $D_b(i) = \infty$ |

| DV in c:          |
|-------------------|
| $D_c(a) = \infty$ |
| $D_c(b) = 1$      |
| $D_c(c) = 0$      |
| $D_c(d) = \infty$ |
| $D_c(e) = \infty$ |
| $D_c(f) = \infty$ |
| $D_c(g) = \infty$ |
| $D_c(h) = \infty$ |
| $D_c(i) = \infty$ |

| DV in e:          |
|-------------------|
| $D_e(a) = \infty$ |
| $D_e(b) = 1$      |
| $D_e(c) = \infty$ |
| $D_e(d) = 1$      |
| $D_e(e) = 0$      |
| $D_e(f) = 1$      |
| $D_e(g) = \infty$ |
| $D_e(h) = 1$      |
| $D_e(i) = \infty$ |

| DV in b:     |                   |
|--------------|-------------------|
| $D_b(a) = 8$ | $D_b(f) = 2$      |
| $D_b(c) = 1$ | $D_b(g) = \infty$ |
| $D_b(d) = 2$ | $D_b(h) = 2$      |
| $D_b(e) = 1$ | $D_b(i) = \infty$ |

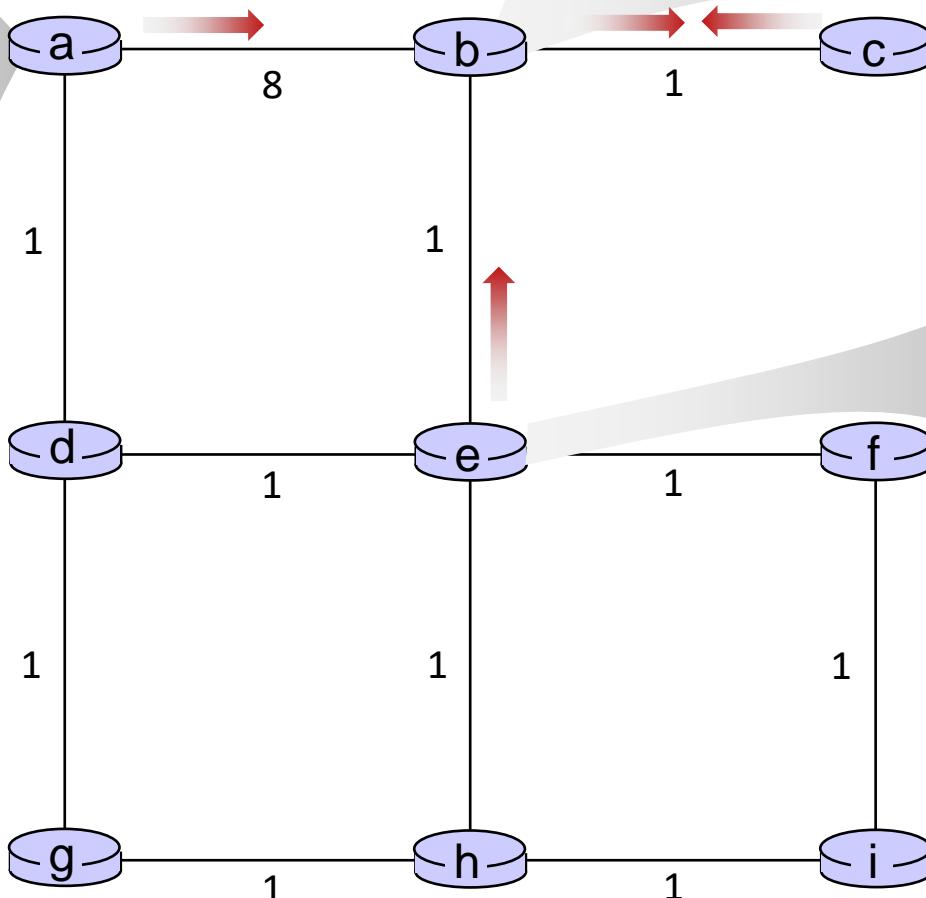
# Distance vector example: t=1



**t=1**

- c receives DVs from b

| DV in a:          |
|-------------------|
| $D_a(a) = 0$      |
| $D_a(b) = 8$      |
| $D_a(c) = \infty$ |
| $D_a(d) = 1$      |
| $D_a(e) = \infty$ |
| $D_a(f) = \infty$ |
| $D_a(g) = \infty$ |
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| DV in b:          |
|-------------------|
| $D_b(a) = 8$      |
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| DV in c:          |
|-------------------|
| $D_c(a) = \infty$ |
| $D_c(b) = 1$      |
| $D_c(c) = 0$      |
| $D_c(d) = \infty$ |
| $D_c(e) = \infty$ |
| $D_c(f) = \infty$ |
| $D_c(g) = \infty$ |
| $D_c(h) = \infty$ |
| $D_c(i) = \infty$ |

| DV in e:          |
|-------------------|
| $D_e(a) = \infty$ |
| $D_e(b) = 1$      |
| $D_e(c) = \infty$ |
| $D_e(d) = 1$      |
| $D_e(e) = 0$      |
| $D_e(f) = 1$      |
| $D_e(g) = \infty$ |
| $D_e(h) = 1$      |
| $D_e(i) = \infty$ |

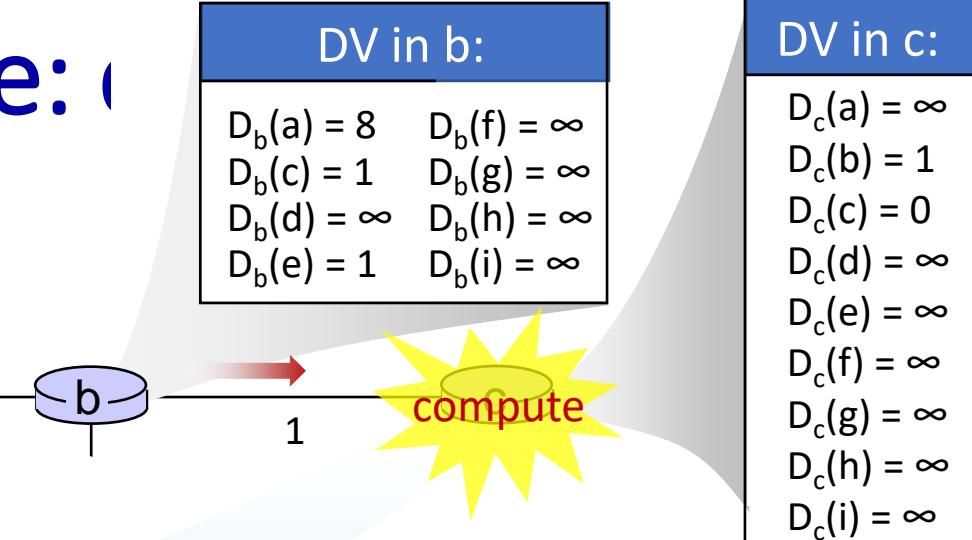
# Distance vector example: (t=1)



t=1

- c receives DVs from b computes:

$$\begin{aligned}D_c(a) &= \min\{c_{c,b} + D_b(a)\} = 1 + 8 = 9 \\D_c(b) &= \min\{c_{c,b} + D_b(b)\} = 1 + 0 = 1 \\D_c(d) &= \min\{c_{c,b} + D_b(d)\} = 1 + \infty = \infty \\D_c(e) &= \min\{c_{c,b} + D_b(e)\} = 1 + 1 = 2 \\D_c(f) &= \min\{c_{c,b} + D_b(f)\} = 1 + \infty = \infty \\D_c(g) &= \min\{c_{c,b} + D_b(g)\} = 1 + \infty = \infty \\D_c(h) &= \min\{c_{c,b} + D_b(h)\} = 1 + \infty = \infty \\D_c(i) &= \min\{c_{c,b} + D_b(i)\} = 1 + \infty = \infty\end{aligned}$$



DV in c:

|                   |
|-------------------|
| $D_c(a) = 9$      |
| $D_c(b) = 1$      |
| $D_c(c) = 0$      |
| $D_c(d) = 2$      |
| $D_c(e) = \infty$ |
| $D_c(f) = \infty$ |
| $D_c(g) = \infty$ |
| $D_c(h) = \infty$ |
| $D_c(i) = \infty$ |

\* Check out the online interactive exercises for more examples:  
[http://gaia.cs.umass.edu/kurose\\_ross/interactive/](http://gaia.cs.umass.edu/kurose_ross/interactive/)

# Distance vector example: t=1

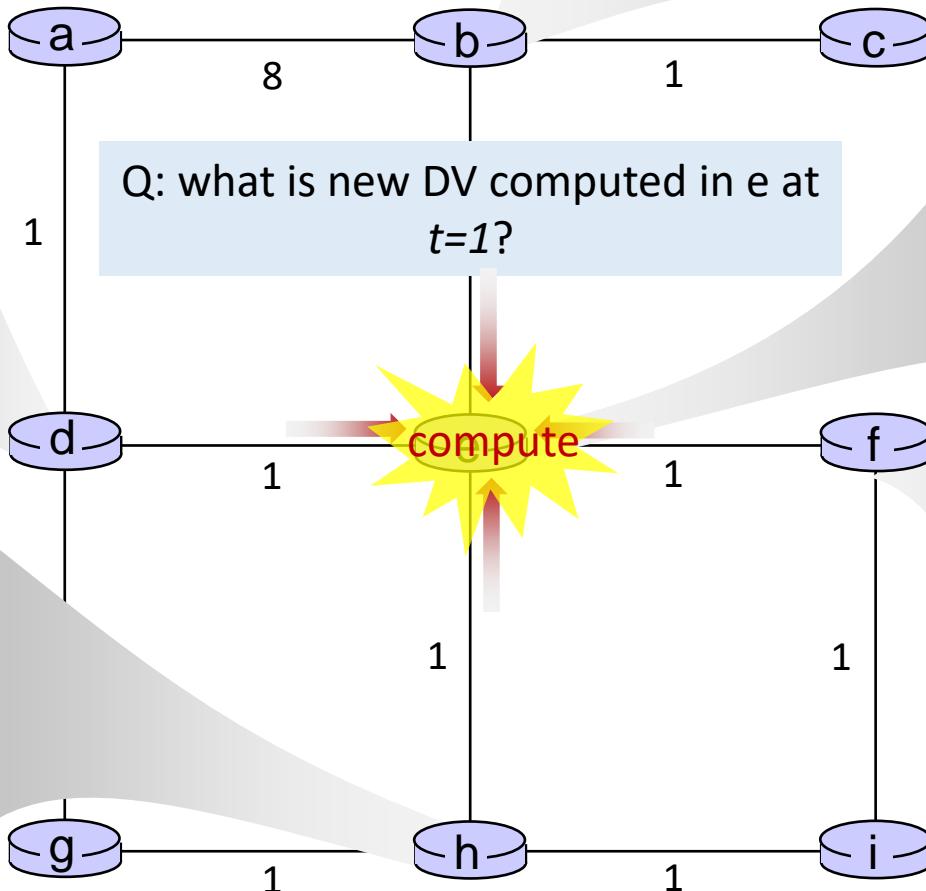


**t=1**

- e receives DVs from b, d, f, h

| DV in d:          |
|-------------------|
| $D_c(a) = 1$      |
| $D_c(b) = \infty$ |
| $D_c(c) = \infty$ |
| $D_c(d) = 0$      |
| $D_c(e) = 1$      |
| $D_c(f) = \infty$ |
| $D_c(g) = 1$      |
| $D_c(h) = \infty$ |
| $D_c(i) = \infty$ |

| DV in h:          |
|-------------------|
| $D_c(a) = \infty$ |
| $D_c(b) = \infty$ |
| $D_c(c) = \infty$ |
| $D_c(d) = \infty$ |
| $D_c(e) = 1$      |
| $D_c(f) = \infty$ |
| $D_c(g) = 1$      |
| $D_c(h) = 0$      |
| $D_c(i) = 1$      |



| DV in b:          |
|-------------------|
| $D_b(a) = 8$      |
| $D_b(f) = \infty$ |
| $D_b(c) = 1$      |
| $D_b(g) = \infty$ |
| $D_b(d) = \infty$ |
| $D_b(h) = \infty$ |
| $D_b(e) = 1$      |
| $D_b(i) = \infty$ |

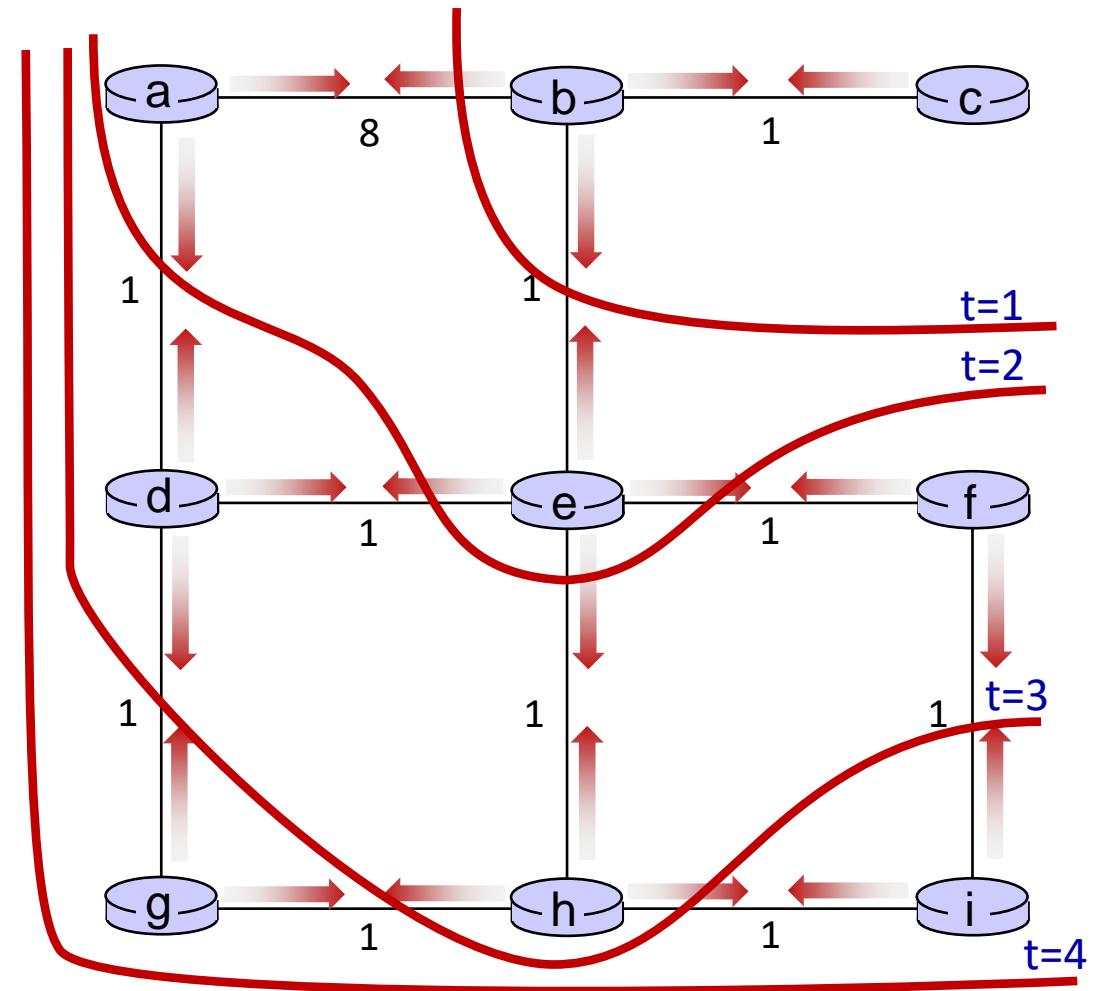
| DV in e:          |
|-------------------|
| $D_e(a) = \infty$ |
| $D_e(b) = 1$      |
| $D_e(c) = \infty$ |
| $D_e(d) = 1$      |
| $D_e(e) = 0$      |
| $D_e(f) = 1$      |
| $D_e(g) = \infty$ |
| $D_e(h) = 1$      |
| $D_e(i) = \infty$ |

| DV in f:          |
|-------------------|
| $D_c(a) = \infty$ |
| $D_c(b) = \infty$ |
| $D_c(c) = \infty$ |
| $D_c(d) = \infty$ |
| $D_c(e) = 1$      |
| $D_c(f) = 0$      |
| $D_c(g) = \infty$ |
| $D_c(h) = \infty$ |
| $D_c(i) = 1$      |

# Distance vector: state information diffusion

Iterative communication, computation steps diffuses information through network:

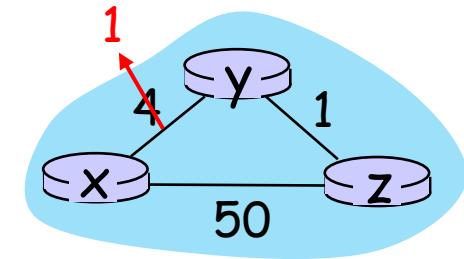
-  t=0 c's state at t=0 is at c only
-  t=1 c's state at t=0 has propagated to b, and may influence distance vector computations up to **1** hop away, i.e., at b
-  t=2 c's state at t=0 may now influence distance vector computations up to **2** hops away, i.e., at b and now at a, e as well
-  t=3 c's state at t=0 may influence distance vector computations up to **3** hops away, i.e., at b,a,e and now at c,f,h as well
-  t=4 c's state at t=0 may influence distance vector computations up to **4** hops away, i.e., at b,a,e, c, f, h and now at g,i as well



# Distance vector: link cost changes

## link cost changes:

- node detects local link cost change
- updates routing info, recalculates local DV
- if DV changes, notify neighbors



$t_0$ :  $y$  detects link-cost change, updates its DV, informs its neighbors.

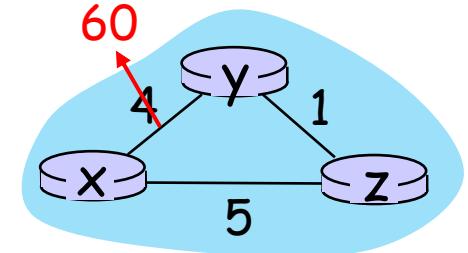
**“good news travels fast”**     $t_1$ :  $z$  receives update from  $y$ , updates its table, computes new least cost to  $x$ , sends its neighbors its DV.

$t_2$ :  $y$  receives  $z$ 's update, updates its distance table.  $y$ 's least costs do *not* change, so  $y$  does *not* send a message to  $z$ .

# Distance vector: link cost changes

## link cost changes:

- node detects local link cost change
- “**bad news travels slow**” – count-to-infinity problem:
  - $y$  sees direct link to  $x$  has new cost 60, but  $z$  has said it has a path at cost of 5. So  $y$  computes “my new cost to  $x$  will be 6, via  $z$ ”; notifies  $z$  of new cost of 6 to  $x$ .
  - $z$  learns that path to  $x$  via  $y$  has new cost 6, so  $z$  computes “my new cost to  $x$  will be 7 via  $y$ ”, notifies  $y$  of new cost of 7 to  $x$ .
  - $y$  learns that path to  $x$  via  $z$  has new cost 7, so  $y$  computes “my new cost to  $x$  will be 8 via  $y$ ”, notifies  $z$  of new cost of 8 to  $x$ .
  - $z$  learns that path to  $x$  via  $y$  has new cost 8, so  $z$  computes “my new cost to  $x$  will be 9 via  $y$ ”, notifies  $y$  of new cost of 9 to  $x$ .
  - ...
- see text for solutions. *Distributed algorithms are tricky!*



# Comparison of LS and DV algorithms

## message complexity

LS:  $n$  routers,  $O(n^2)$  messages sent

DV: exchange between neighbors;  
convergence time varies

## speed of convergence

LS:  $O(n^2)$  algorithm,  $O(n^2)$  messages

- may have oscillations

DV: convergence time varies

- may have routing loops
- count-to-infinity problem

**robustness:** what happens if router malfunctions, or is compromised?

### LS:

- router can advertise incorrect *link* cost
- each router computes only its *own* table

### DV:

- DV router can advertise incorrect *path* cost (“I have a *really* low cost path to everywhere”): black-holing
- each router’s table used by others: error propagate thru network

# Network layer: “control plane” roadmap

- introduction
- routing protocols
- **intra-ISP routing: OSPF**
- routing among ISPs: BGP
- SDN control plane
- Internet Control Message Protocol



# Making routing scalable

our routing study thus far - idealized

- all routers identical
- network “flat”

... not true in practice

**scale:** billions of destinations:

- can't store all destinations in routing tables!
- routing table exchange would swamp links!

**administrative autonomy:**

- Internet: a network of networks
- each network admin may want to control routing in its own network

# Internet approach to scalable routing

aggregate routers into regions known as “autonomous systems” (AS) (a.k.a. “domains”)

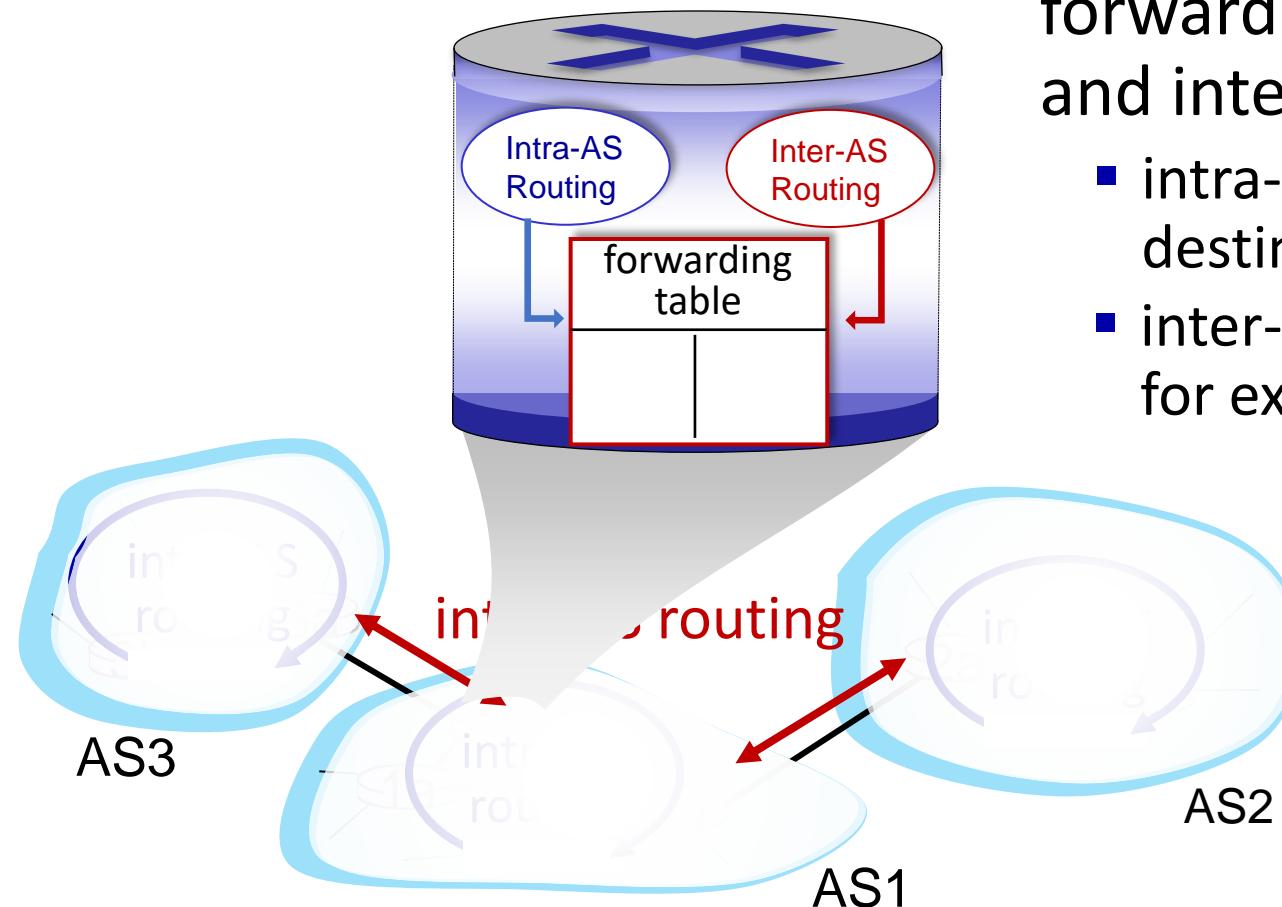
**intra-AS (aka “intra-domain”):**  
routing among *within same AS (“network”)*

- all routers in AS must run same intra-domain protocol
- routers in different AS can run different intra-domain routing protocols
- **gateway router:** at “edge” of its own AS, has link(s) to router(s) in other AS'es

**inter-AS (aka “inter-domain”):**  
routing *among* AS'es

- gateways perform inter-domain routing (as well as intra-domain routing)

# Interconnected ASes



forwarding table configured by intra-  
and inter-AS routing algorithms

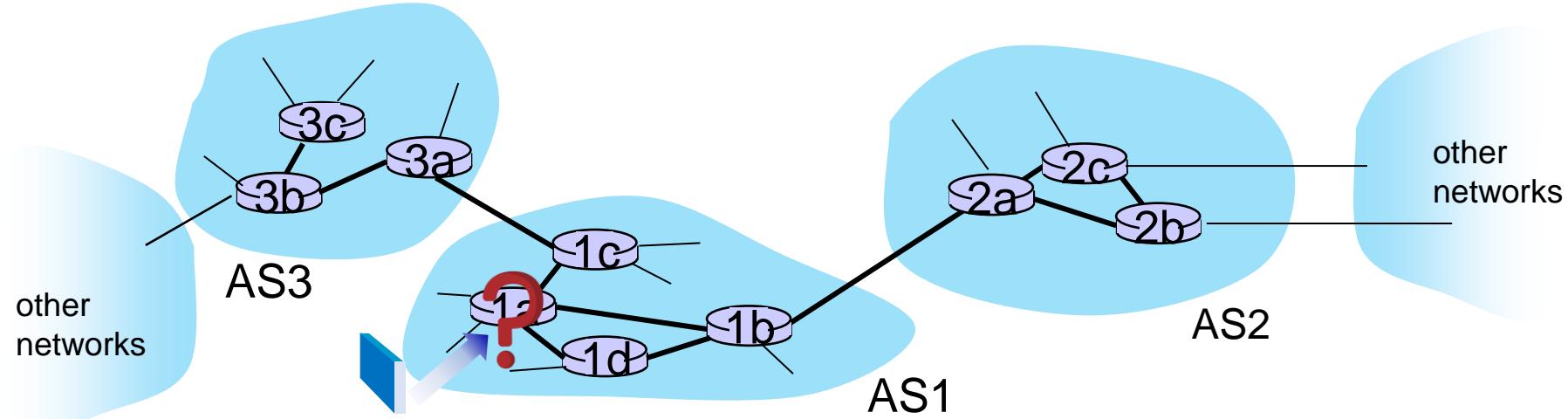
- intra-AS routing determine entries for destinations within AS
- inter-AS & intra-AS determine entries for external destinations

# Inter-AS routing: a role in intradomain forwarding

- suppose router in AS1 receives datagram destined outside of AS1:
  - router should forward packet to gateway router in AS1, but which one?

**AS1 inter-domain routing must:**

1. learn which destinations reachable through AS2, which through AS3
2. propagate this reachability info to all routers in AS1



# Inter-AS routing: routing within an AS

most common intra-AS routing protocols:

- **RIP: Routing Information Protocol [RFC 1723]**
  - classic DV: DVs exchanged every 30 secs
  - no longer widely used
- **EIGRP: Enhanced Interior Gateway Routing Protocol**
  - DV based
  - formerly Cisco-proprietary for decades (became open in 2013 [RFC 7868])
- **OSPF: Open Shortest Path First [RFC 2328]**
  - link-state routing
  - IS-IS protocol (ISO standard, not RFC standard) essentially same as OSPF

# OSPF (Open Shortest Path First) routing

- “open”: publicly available
- classic link-state
  - each router floods OSPF link-state advertisements (directly over IP rather than using TCP/UDP) to all other routers in entire AS
  - multiple link costs metrics possible: bandwidth, delay
  - each router has full topology, uses Dijkstra’s algorithm to compute forwarding table
- *security*: all OSPF messages authenticated (to prevent malicious intrusion)

# Hierarchical OSPF

- **two-level hierarchy:** local area, backbone.
  - link-state advertisements flooded only in area, or backbone
  - each node has detailed area topology; only knows direction to reach other destinations

