

# Computer Networks

## Hierarchical Routing (§5.2.6)



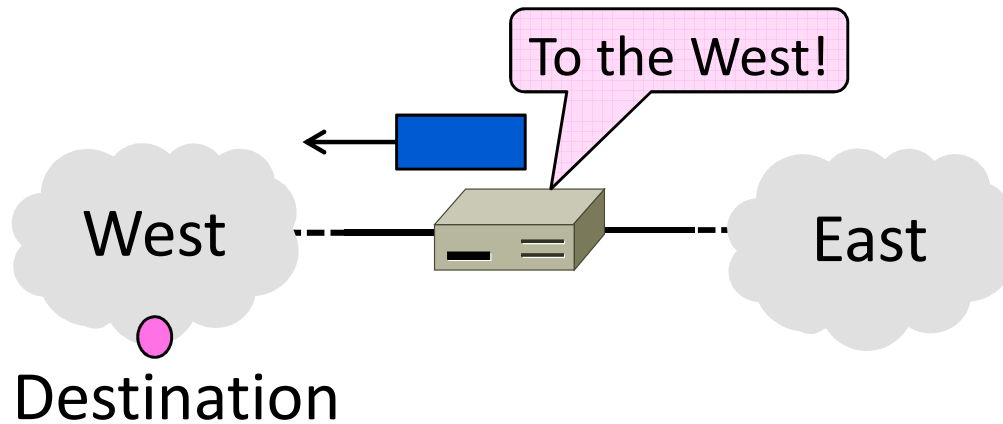
David Wetherall (djw@uw.edu)

Professor of Computer Science & Engineering

UNIVERSITY *of* WASHINGTON

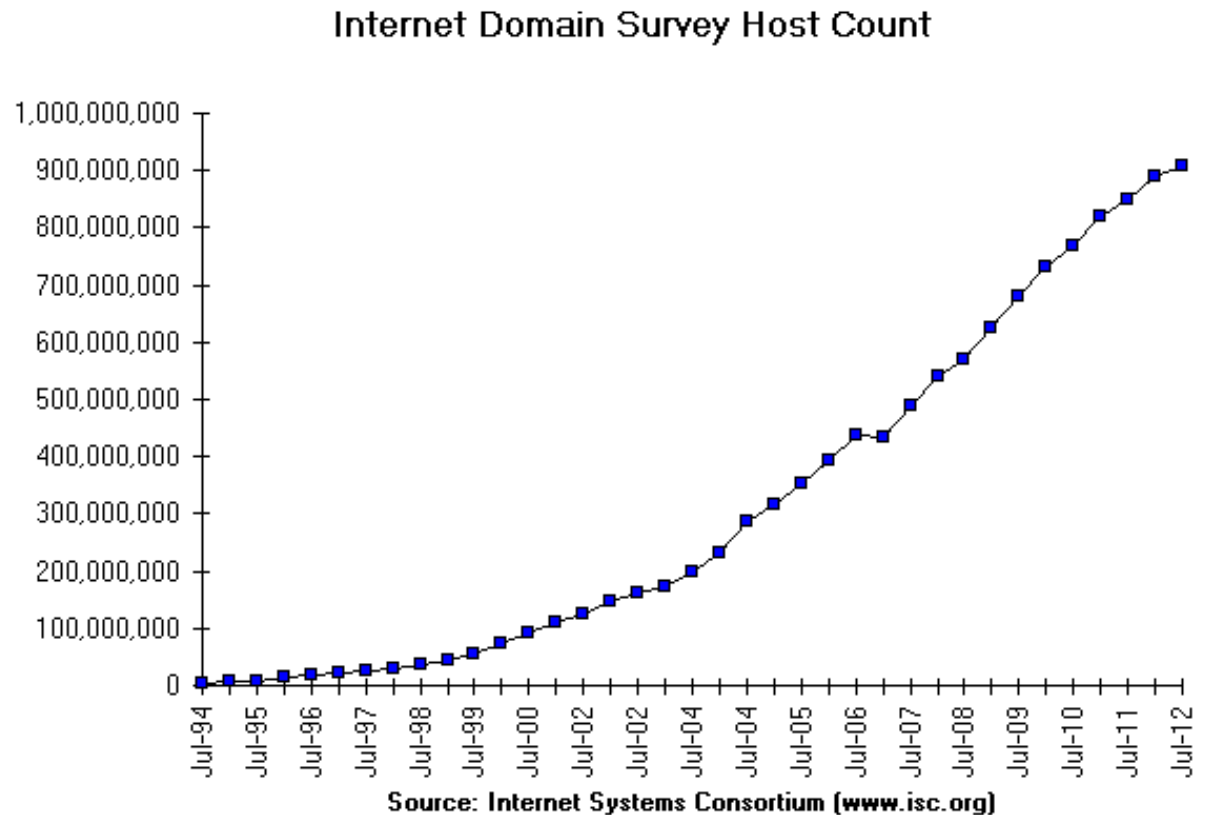
# Topic

- How to scale routing with hierarchy in the form of regions
  - Route to regions, not individual nodes



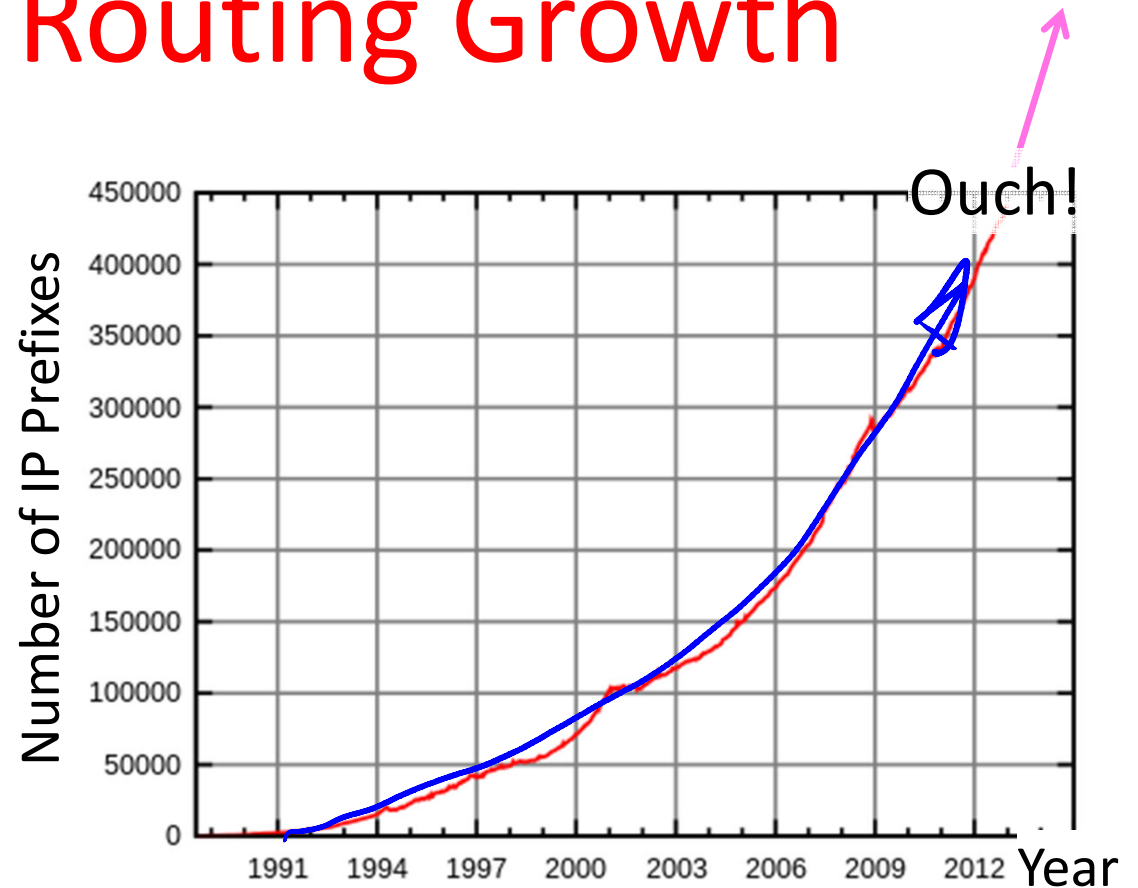
# Internet Growth

- At least a billion Internet hosts and growing ...






# Internet Routing Growth

- Internet growth translates into routing table growth (even using prefixes) ...









Source: By Mro (Own work), CC-BY-SA-3.0 , via Wikimedia Commons



# Impact of Routing Growth

1.  Forwarding tables grow
  - Larger router memories, may increase lookup time
2.  Routing messages grow
  - Need to keep all nodes informed of larger topology
3.  Routing computation grows
  - Shortest path calculations grow faster than the size of the network

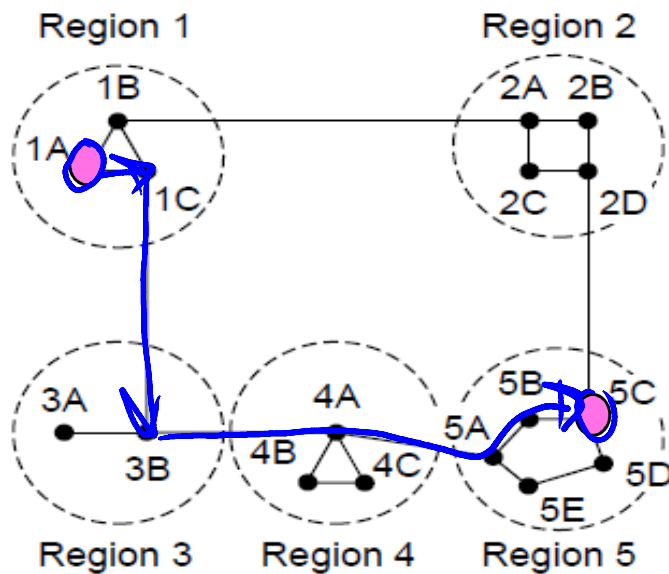
# Techniques to Scale Routing

1.  IP prefixes
  - Route to blocks of hosts Last time
2.  Network hierarchy
  - Route to network regions This time
3.  IP prefix aggregation
  - Combine, and split, prefixes Next time

# Hierarchical Routing

-  Introduce a larger routing unit
  - IP prefix (hosts) ← from one host
  - Region, e.g., ISP network
-  Route first to the region, then to the IP prefix within the region
  - Hide details within a region from outside of the region

# Hierarchical Routing (2)



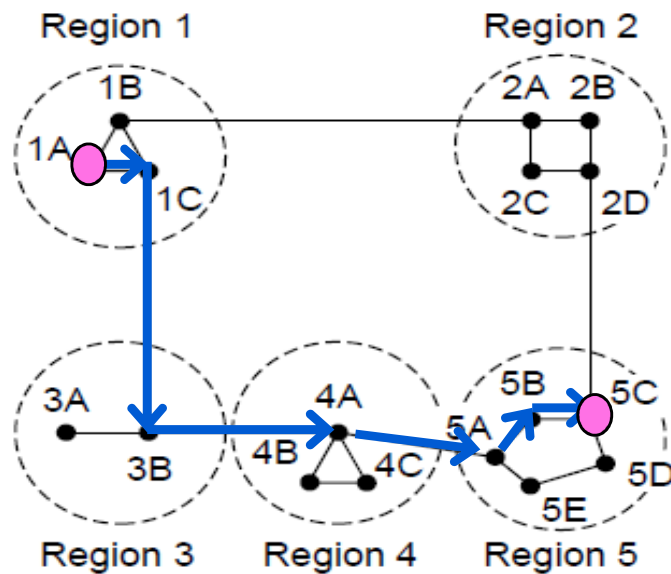
Dest.	Line	Hops
1A	—	—
1B	1B	1
1C	1C	1
2A	1B	2
2B	1B	3
2C	1B	3
2D	1B	4
3A	1C	3
3B	1C	2
4A	1C	3
4B	1C	4
4C	1C	4
5A	1C	4
5B	1C	5
5C	1B	5
5D	1C	6
5E	1C	5

Dest.	Line	Hops
1A	—	—
1B	1B	1
1C	1C	1
2	1B	2
3	1C	2
4	1C	3
1C	1C	4



# Hierarchical Routing (3)



Full table for 1A

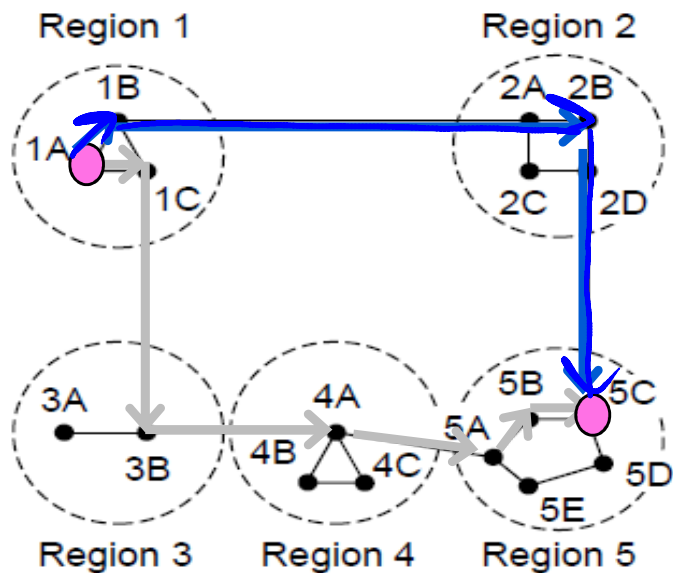
Dest.	Line	Hops
1A	—	—
1B	1B	1
1C	1C	1
2A	1B	2
2B	1B	3
2C	1B	3
2D	1B	4
3A	1C	3
3B	1C	2
4A	1C	3
4B	1C	4
4C	1C	4
5A	1C	4
5B	1C	5
5C	1B	5
5D	1C	6
5E	1C	5

Hierarchical table for 1A

Dest.	Line	Hops
1A	—	—
1B	1B	1
1C	1C	1
2	1B	2
3	1C	2
4	1C	3
5	1C	4

# Hierarchical Routing (4)

- Penalty is longer paths



Full table for 1A

Dest.	Line	Hops
1A	—	—
1B	1B	1
1C	1C	1
2A	1B	2
2B	1B	3
2C	1B	3
2D	1B	4
3A	1C	3
3B	1C	2
4A	1C	3
4B	1C	4
4C	1C	4
5A	1C	4
5B	1C	5
5C	1B	5
5D	1C	6
5E	1C	5

Hierarchical table for 1A

Dest.	Line	Hops
1A	—	—
1B	1B	1
1C	1C	1
2	1B	2
3	1C	2
4	1C	3
5	1C	4

1C is best route to region 5, except for destination 5C

# Observations

- Outside a region, nodes have one route to all hosts within the region
  - This gives savings in table size,  
messages and computation
- However, each node may have a different route to an outside region
  - Routing decisions are still made by individual nodes; there is no single decision made by a region

# END

© 2013 D. Wetherall

Slide material from: TANENBAUM, ANDREW S.; WETHERALL, DAVID J., COMPUTER NETWORKS, 5th Edition, © 2011.  
Electronically reproduced by permission of Pearson Education, Inc., Upper Saddle River, New Jersey