Internet Protocols EBU5403
The Network Layer Part 2

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	Week 1	Week 2	Week 3	Week 4
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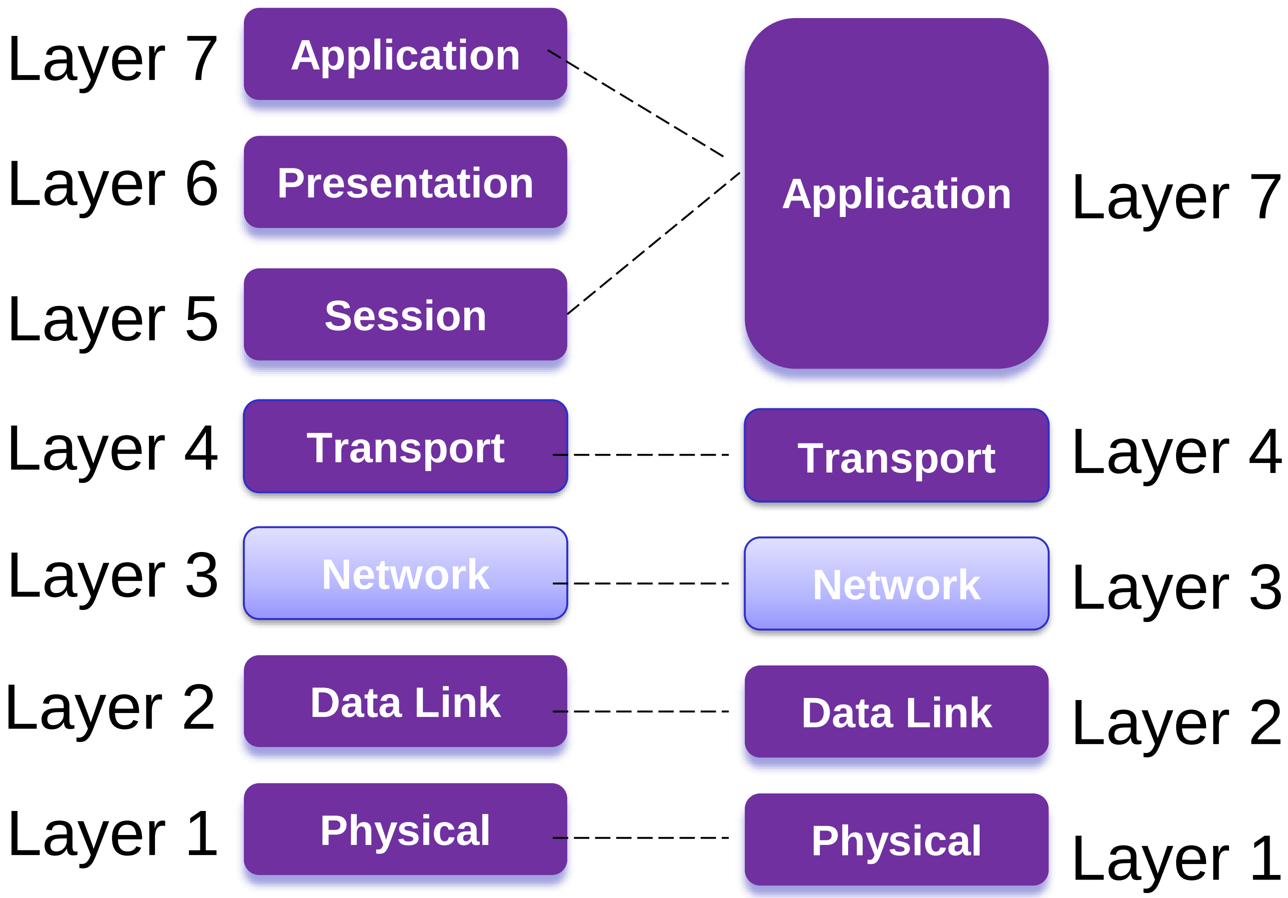
Structure of course

- Week 1
  - Introduction to IP Networks
  - The Transport layer (part 1)
- Week 2
  - The Transport layer (part II)
  - The Network layer (part I)
  - Class test
- Week 3
  - The Network layer (part II)
  - The Data link layer (part I)
  - Router lab tutorial (assessed lab work after this week)
- Week 4
  - The Data link layer (part II)
  - Network management and security
  - Class test

Network Layer



Network Data Plane: outline

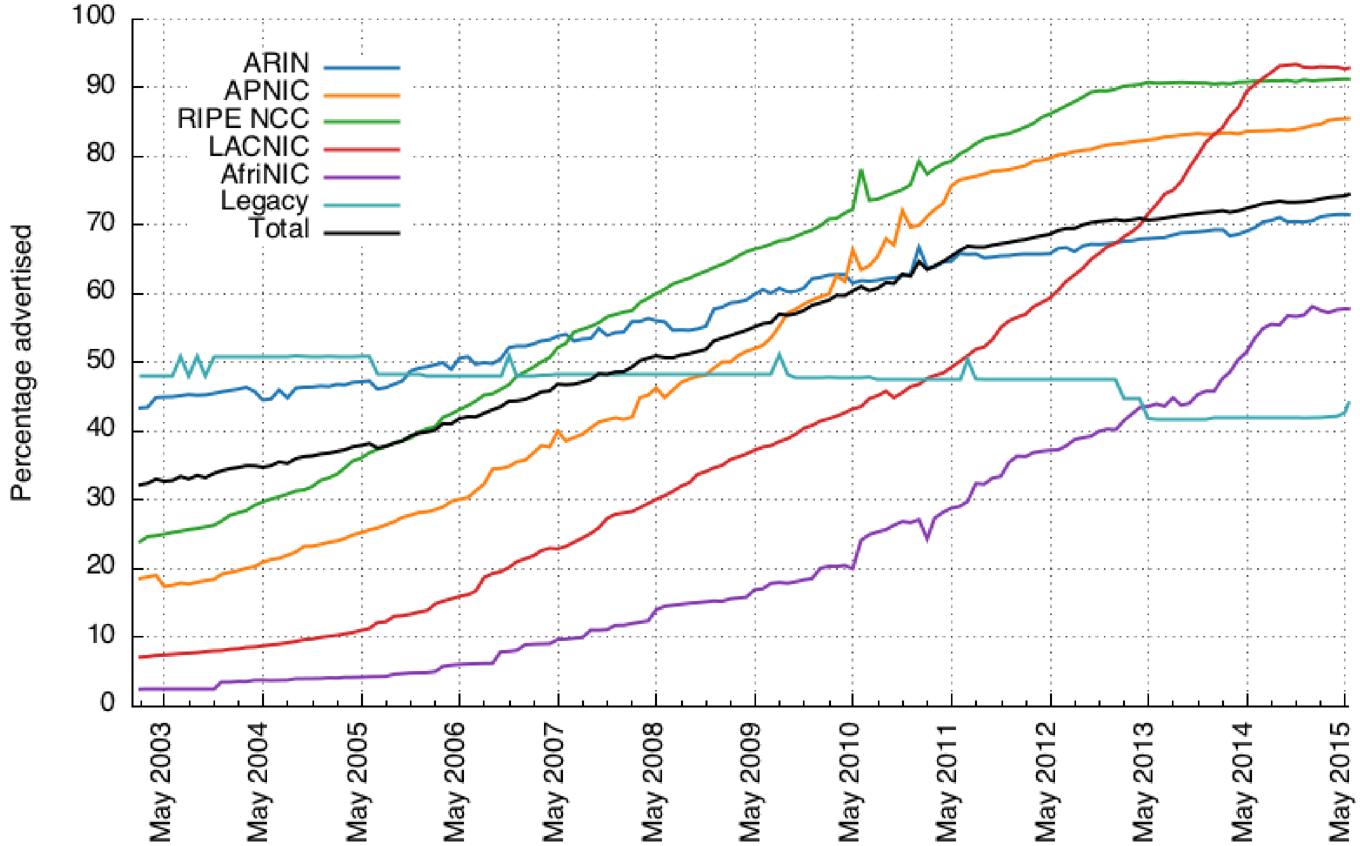
4.1 Overview of Network layer
- data plane
- control plane

4.2 What's inside a router

4.3 IP: Internet Protocol
- datagram format
- fragmentation
- IPv4 addressing
- network address translation
- IPv6

4.4 Generalized Forward and SDN
- match
- action
- OpenFlow examples of match-plus-action in action

IPv4 addresses are running out (RIRs allocate IPv4s to regions)

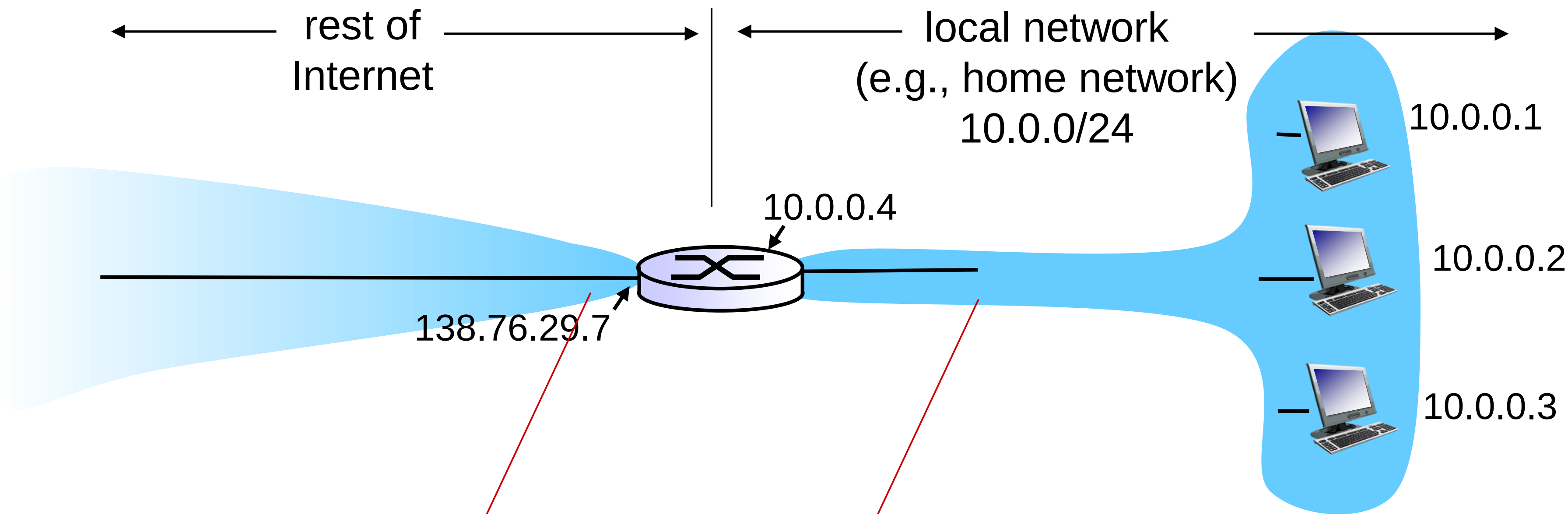


IPv4 addresses are unfairly allocated

Country or entity	IP addresses[3]	%	Population (mostly 2012)[4]	IP addresses per 1000
World	4,294,967,296	100.0	7,021,836,029	611.66
United States	1,541,605,760	35.9	313,847,465	4,911.96
Bogons	875,310,464	20.4		
China	330,321,408	7.7	1,343,239,923	245.91
United Kingdom	123,500,144	2.9	63,047,162	1,958.85
France	95,078,032	2.2	65,630,692	1,448.68
Canada	79,989,760	1.9	34,300,083	2,332.06
Italy	50,999,712	1.2	61,261,254	832.50
India	34,685,952	0.8	1,205,073,612	28.78

https://en.wikipedia.org/wiki/List_of_countries_by_IPv4_address_allocation

NAT: network address translation



all datagrams *leaving* local network have *same* single source NAT IP address: 138.76.29.7,different source port numbers

datagrams with source or destination in this network have 10.0.0/24 address for source, destination (as usual)

NAT: network address translation

motivation: local network uses just one IP address as far as outside world is concerned:

- range of addresses not needed from ISP: just one IP address for all devices
- can change addresses of devices in local network without notifying outside world
- can change ISP without changing addresses of devices in local network
- devices inside local net not explicitly addressable, visible by outside world (a security plus)

NAT: network address translation

implementation: NAT router must:

- *outgoing datagrams: replace* (source IP address, port #) of every outgoing datagram to (NAT IP address, new port #)

  . . . remote clients/servers will respond using (NAT IP address, new port #) as destination addr

- *remember (in NAT translation table)* every (source IP address, port #) to (NAT IP address, new port #) translation pair

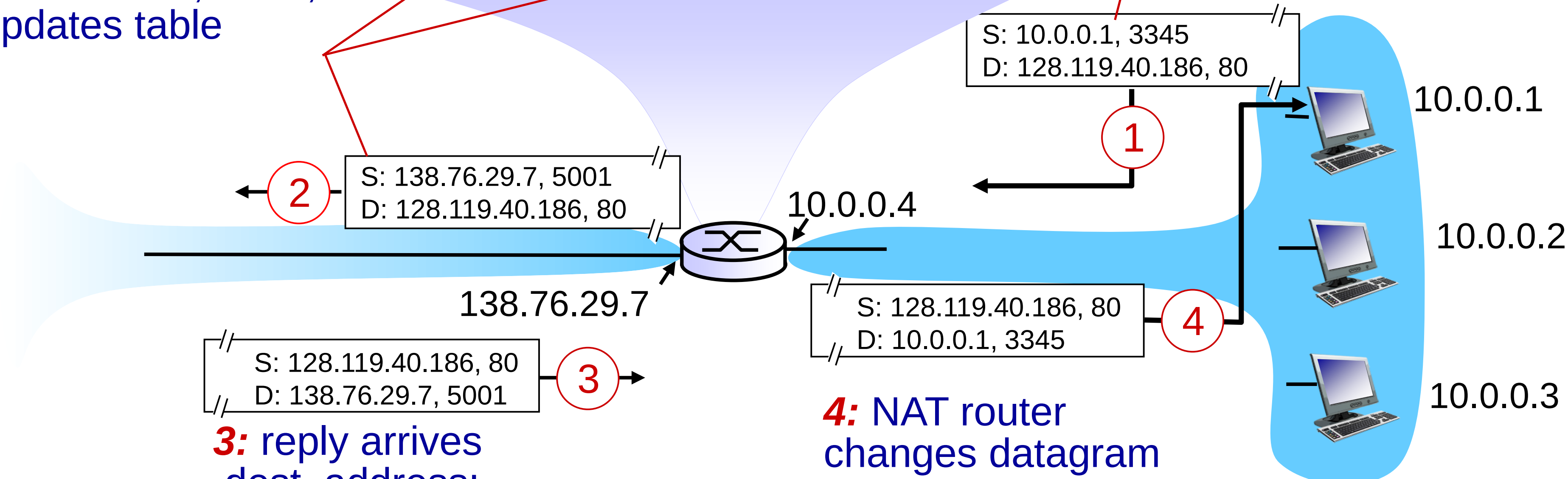
- *incoming datagrams: replace* (NAT IP address, new port #) in dest fields of every incoming datagram with corresponding (source IP address, port #) stored in NAT table

NAT: network address translation

NAT translation table	
WAN side addr	LAN side addr
138.76.29.7, 5001	10.0.0.1, 3345
……	……

1: host 10.0.0.1 sends datagram to 128.119.40.186, 80

2: NAT router changes datagram source addr from 10.0.0.1, 3345 to 138.76.29.7, 5001, updates table



3: reply arrives dest. address: 138.76.29.7, 5001

4: NAT router changes datagram dest addr from 138.76.29.7, 5001 to 10.0.0.1, 3345

* Check out the online interactive exercises for more examples: http://gaia.cs.umass.edu/kurose_ross/interactive/

NAT: network address translation

- 16-bit port-number field:
  - 60,000 simultaneous connections with a single LAN-side address!
- NAT is controversial:
  - routers should only process up to layer 3
  - address shortage should be solved by IPv6
  - violates end-to-end argument (complexity should be at network "ends" not middle)
    - NAT possibility must be taken into account by app designers, e.g., P2P applications
  - NAT traversal: what if client wants to connect to server behind NAT?

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IPv6: motivation

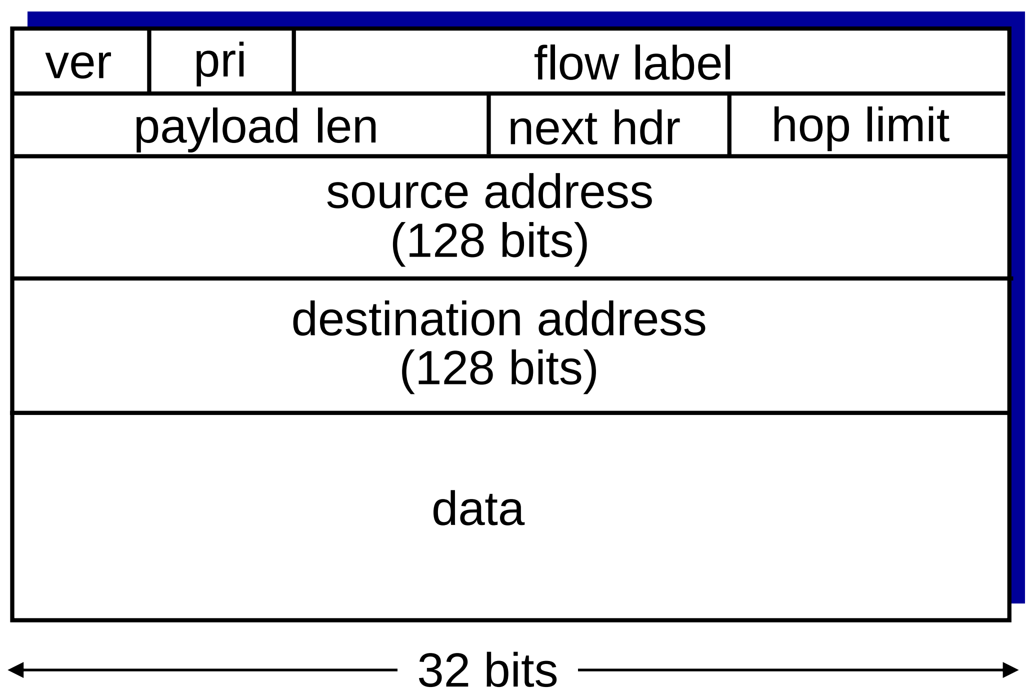
- *initial motivation:* 32-bit address space soon to be completely allocated.
- additional motivation:
  - header format helps speed processing/forwarding
  - header changes to facilitate QoS

IPv6 datagram format:

- fixed-length 40 byte header
- no fragmentation allowed

IPv6 datagram format

priority: identify priority among datagrams in flow
flow Label: identify datagrams in same "flow."
(concept of "flow" not well defined).
next header: identify upper layer protocol for data

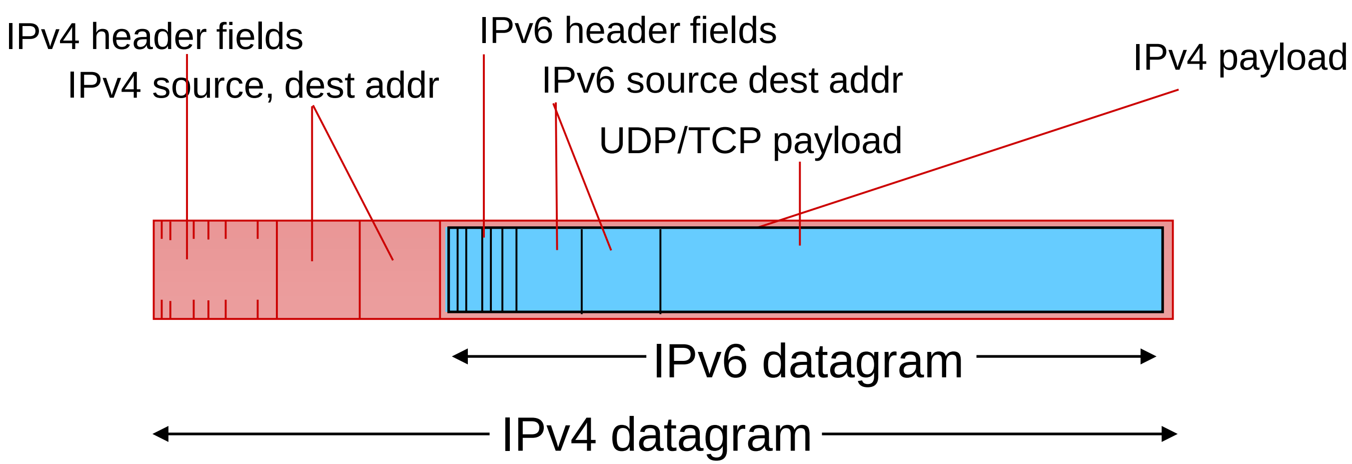


Other changes from IPv4

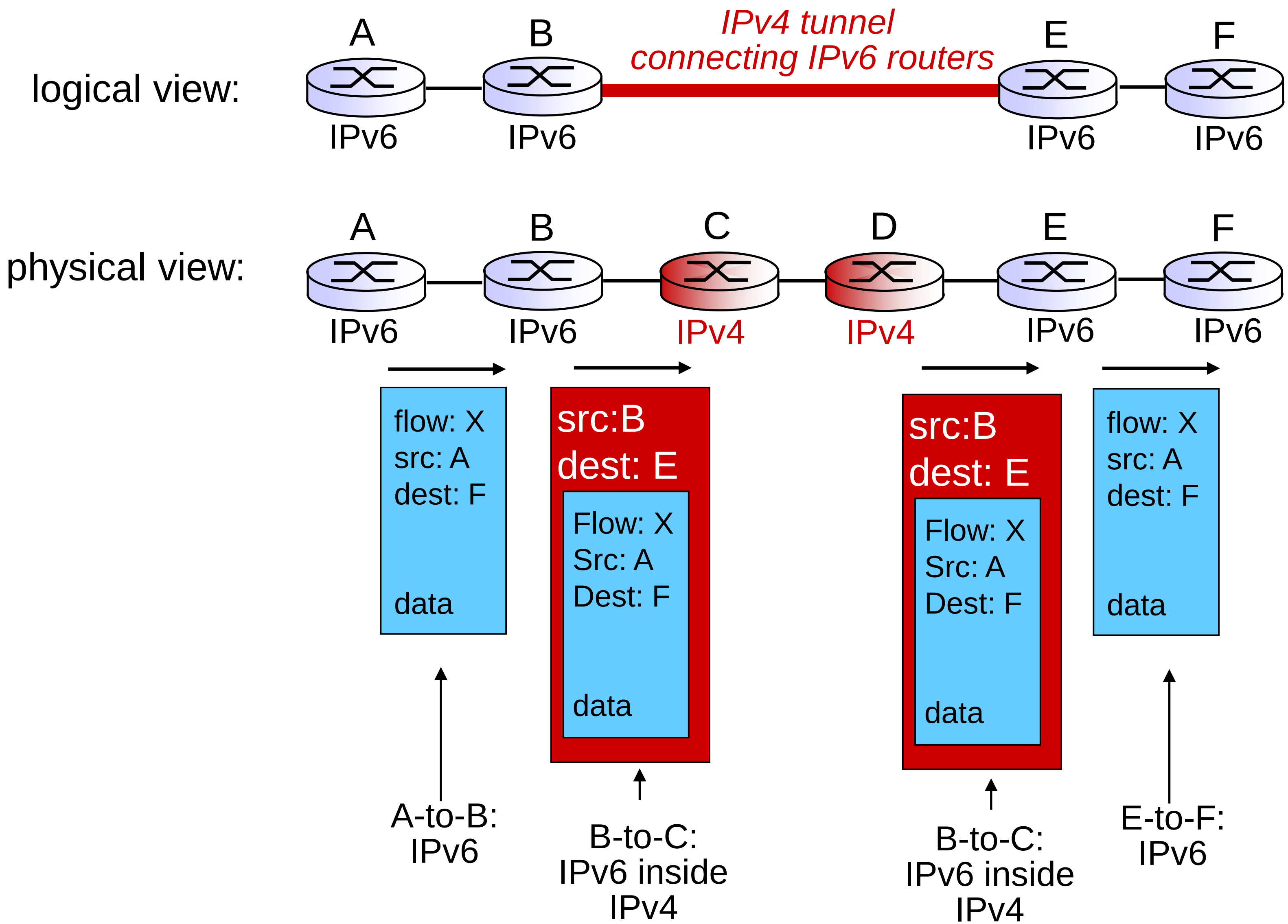
- *checksum:* removed entirely to reduce processing time at each hop
- *options:* allowed, but outside of header, indicated by "Next Header" field
- *ICMPv6:* new version of ICMP (see later lecture)
  - additional message types, e.g. "Packet Too Big"
  - multicast group management functions

Transition from IPv4 to IPv6

- not all routers can be upgraded simultaneously
  - no "flag days"
  - how will network operate with mixed IPv4 and IPv6 routers?
- *tunneling:* IPv6 datagram carried as *payload* in IPv4 datagram among IPv4 routers



Tunneling



IPv4 tunnel
connecting IPv6 routers
logical view:
A
B
E
F
IPv6
IPv6
IPv6
IPv6
physical view:
A
B
C
D
E
F
IPv6
IPv6
IPv4
IPv4
IPv6
IPv6
flow: X
src: A
dest: F
data
src:B
dest: E
Flow: X
Src: A
Dest: F
data
src:B
dest: E
Flow: X
Src: A
Dest: F
data
flow: X
src: A
dest: F
data
A-to-B:
IPv6
B-to-C:
IPv6 inside
IPv4
B-to-C:
IPv6 inside
IPv4
E-to-F:
IPv6

IPv6: adoption

- Google: 8% of clients access services via IPv6
- NIST: 1/3 of all US government domains are IPv6 capable
- Some countries in Europe more than 50% of traffic IPv6.
- Mobile phone traffic in US > 50% IPv6
https://blog.sdstrowes.co.uk/2016/09/30/ipv6-at-yahoo.html

- *Long (long!) time for deployment, use*
  - 20 years and counting!
  - Seem to be finally getting to switchover point in many countries.

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What is Software Defined Networking?

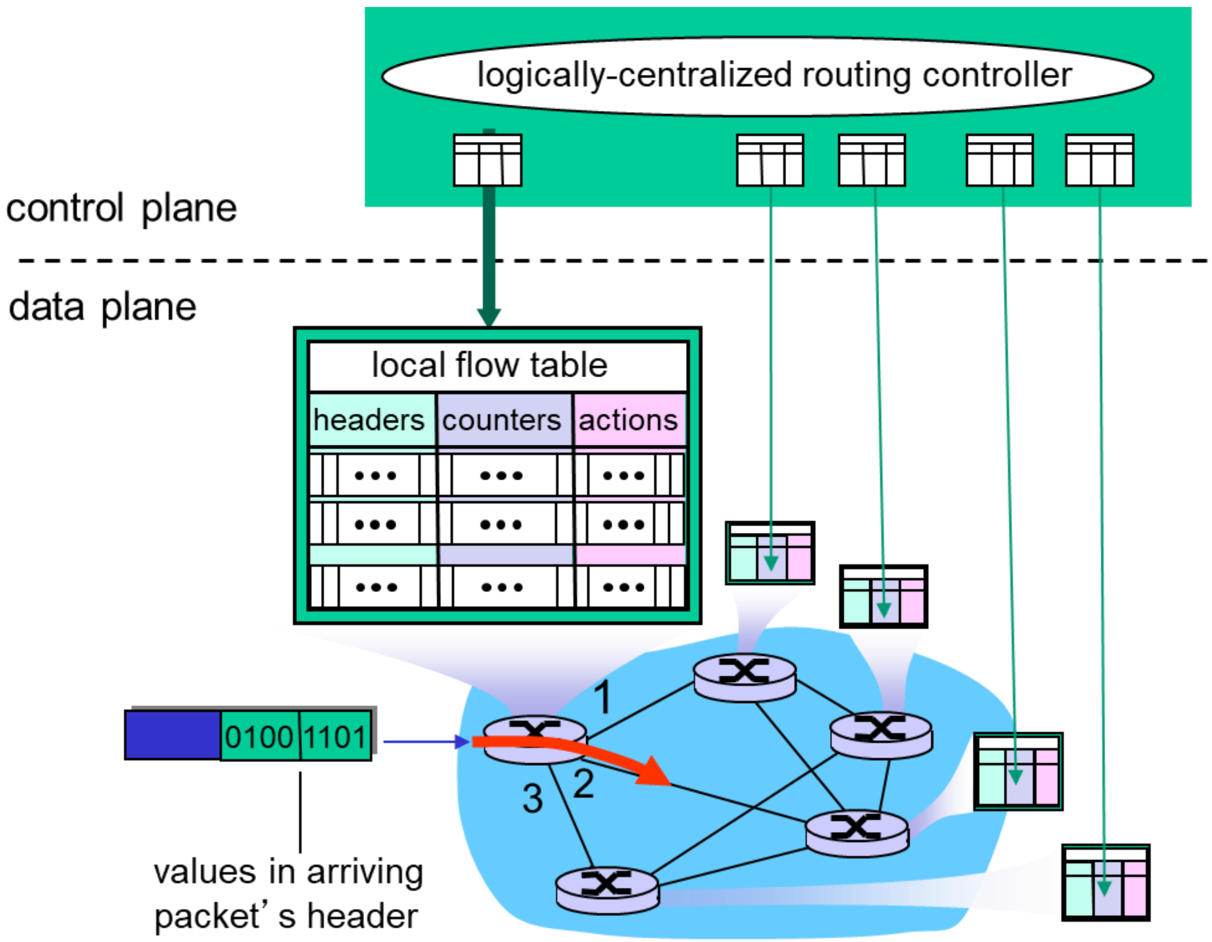
- Traditional routing methods:
  - Data Plane is longest-prefix match forwarding using a forwarding table.
  - The control plane calculates the forwarding table for each router (we will see how later).
  - The forwarding table can forward packets by their IP address and nothing else.
- SDN allows more flexibility in the control and data plane.
  - Program your own control algorithms in language you know (Java, python etc).
  - Forwarding can use any part of the packet header.

How does SDN work?

- Data plane:
  - A set of "match-action" rules send by a controller can do many different things to packets. (Forward them, change data etc).
  - Much more flexible (route video packets differently? route private data separately? Drop suspicious data!)
- Control plane (later lectures):
  - Not a distributed system, but a single centralised control point.
  - Programmable, not fixed – you can program the controller in a high-level language that you know.
  - Create your own algorithms and test them on the network without spending a million dollars to create a new hardware router.

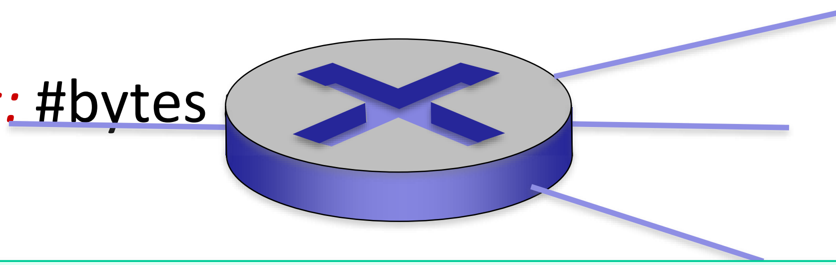
Generalized Forwarding and SDN

Each router contains a *flow table* that is computed and distributed by a *logically centralized* routing controller



OpenFlow data plane abstraction

- OpenFlow is a specific SDN protocol
- *flow*: defined by header fields
- generalized forwarding: simple packet-handling rules
  - *Pattern:* match values in packet header fields
  - *Actions: for matched packet:* drop, forward, modify, matched packet or send matched packet to controller
  - *Priority*: disambiguate (tell difference between) overlapping patterns
  - *Counters:* #bytes



* : wildcard

1. src=1.2.*.*, dest=3.4.5.* → drop
2. src = *.*.*.*, dest=3.4.*.* → forward(2)
3. src=10.1.2.3, dest=*.*.*.* → send to controller

OpenFlow: Flow Table Entries

Rule (match)	Action	Stats

Packet + byte counters

1. Forward packet to port(s)
2. Encapsulate and forward to controller
3. Drop packet
4. Send to normal processing pipeline
5. Modify Fields

Switch Port	VLAN ID	MAC src	MAC dst	Eth type	IP Src	IP Dst	IP Prot	TCP sport	TCP dport

Link layer

Network layer

Transport layer

Examples

Destination-based forwarding:

Switch Port	MAC src	MAC dst	Eth type	VLAN ID	IP Src	IP Dst	IP Prot	TCP sport	TCP dport	Action
*	*	*	*	*	*	51.6.0.8	*	*	*	port6

IP datagrams destined to IP address 51.6.0.8 should be forwarded to router output port 6

Firewall:

Switch Port	MAC src	MAC dst	Eth type	VLAN ID	IP Src	IP Dst	IP Prot	TCP sport	TCP dport	Forward
*	*	*	*	*	*	*	*	*	22	drop

do not forward (block) all datagrams destined to TCP port 22

Switch Port	MAC src	MAC dst	Eth type	VLAN ID	IP Src	IP Dst	IP Prot	TCP sport	TCP dport	Forward
*	*	*	*	*	128.119.1.1	*	*	*	*	drop

do not forward (block) all datagrams sent by host 128.119.1.1

OpenFlow abstraction

- *match+action:* different kinds of devices become one

- Router
  - *match:* longest destination IP prefix
  - *action:* forward out a link
- Switch
  - *match:* destination MAC address
  - *action:* forward or flood
- Firewall
  - *match*: IP addresses and TCP/UDP port numbers
  - *action:* permit or deny
- NAT
  - *match:* IP address and port
  - *action:* rewrite address and port

Network Layer Data Plane: *done!*

4.1 Overview of Network layer: data plane and control plane

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- NAT
- IPv6

4.4 Generalized Forward and SDN
- match plus action
- OpenFlow example

Question: how do forwarding tables (destination-based forwarding) or flow tables (generalized forwarding) computed?

Answer: by the control plane (next chapter)

Network Control Plane: outline

5.1 introduction

5.2 routing protocols

- link state
- distance vector

5.3 intra-AS routing in the Internet: OSPF

5.4 routing among the ISPs: BGP

5.5 The SDN control plane

5.6 ICMP: The Internet Control Message Protocol

Network-layer functions

Recall: two network-layer functions:

- *forwarding:* move packets from router's input to appropriate router output

data plane

- *routing:* determine route taken by packets from source to destination

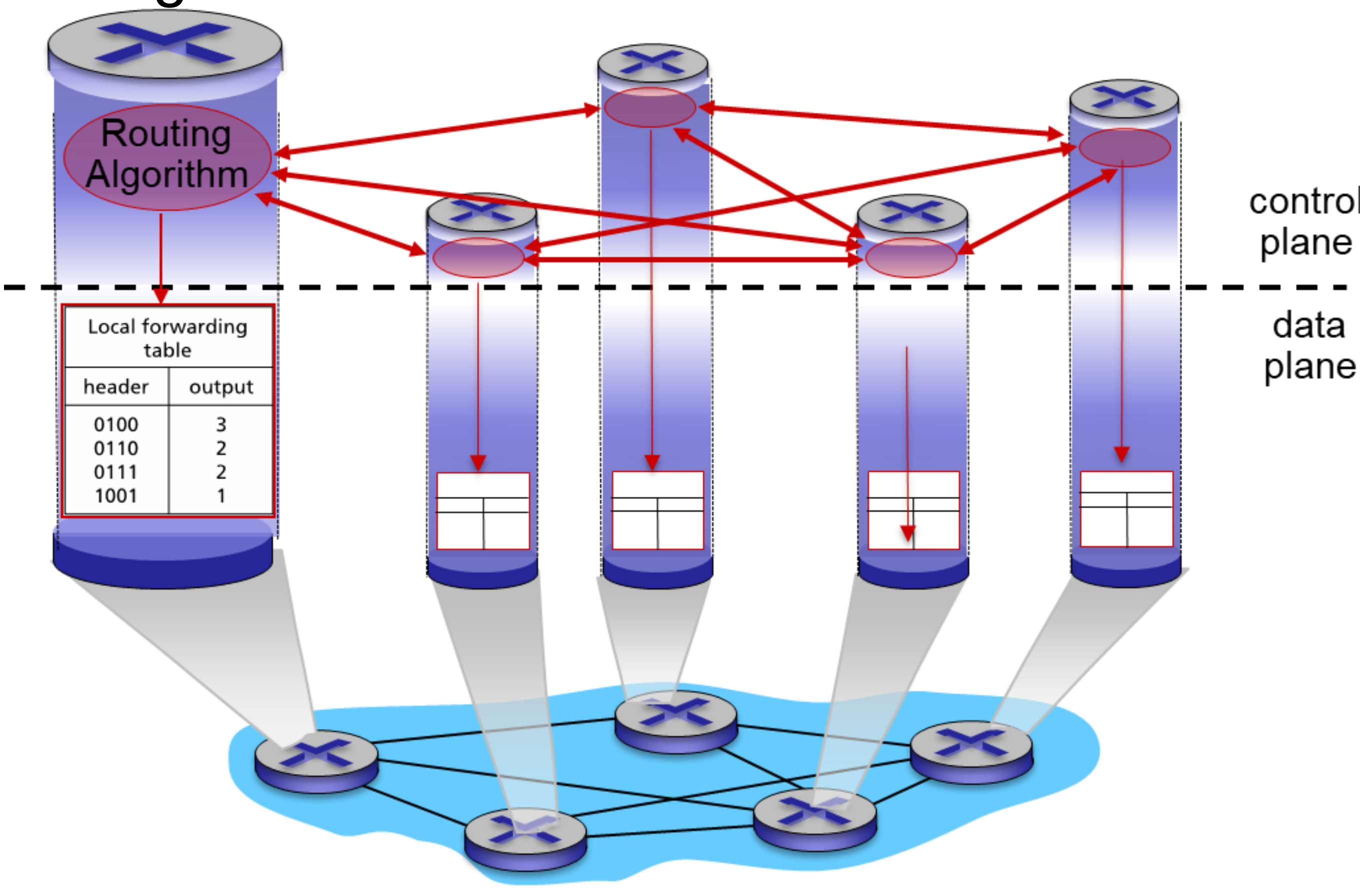
control plane

Two approaches to structuring network control plane:

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

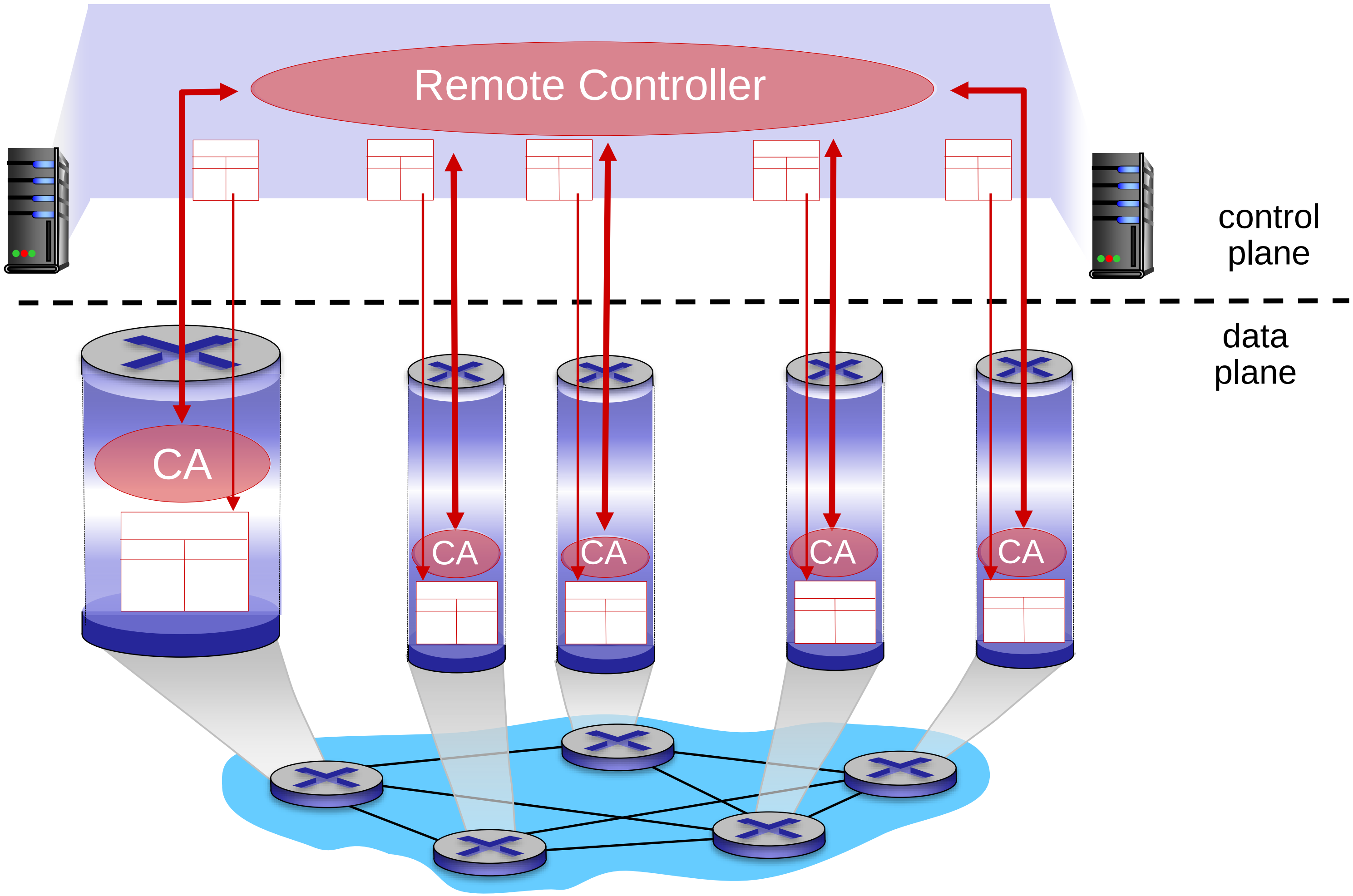
Per-router control plane (revision)

Individual routing algorithm components *in each and every router* interact with each other in control plane to compute forwarding tables



Logically centralized control plane (revision)

A distinct (typically remote) controller interacts with local control agents (CAs) in routers to compute forwarding tables



What have we learned?

- NAT (Network Address Translation) is a way of making one IPv4 address usable by many hosts
  - NAT is really common (especially in China)
  - NAT has its problems (getting data back into computer)
- IPv6 improves upon IPv4 in very simple ways.
  - IPv6 deployment slowly growing but not “there” yet.
- Software Defined Networks (for example OpenFlow) is a new technology for forwarding
  - Becoming very popular, extremely powerful
  - We will see later this week how SDN and OpenFlow are used in the control plane.

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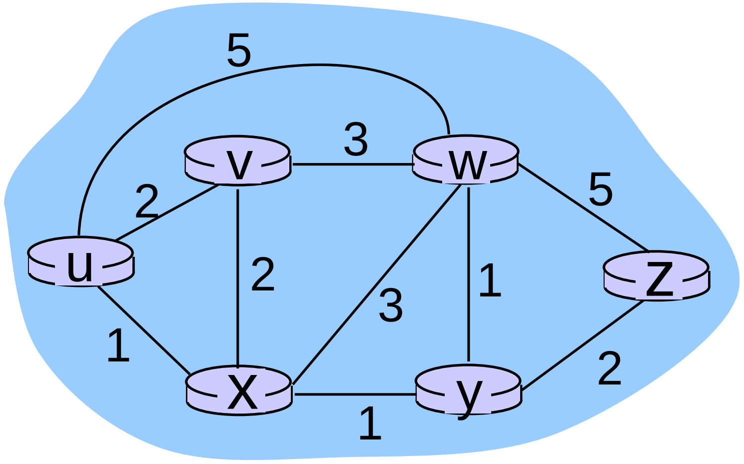
Routing protocols

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

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

Graph abstraction of the network



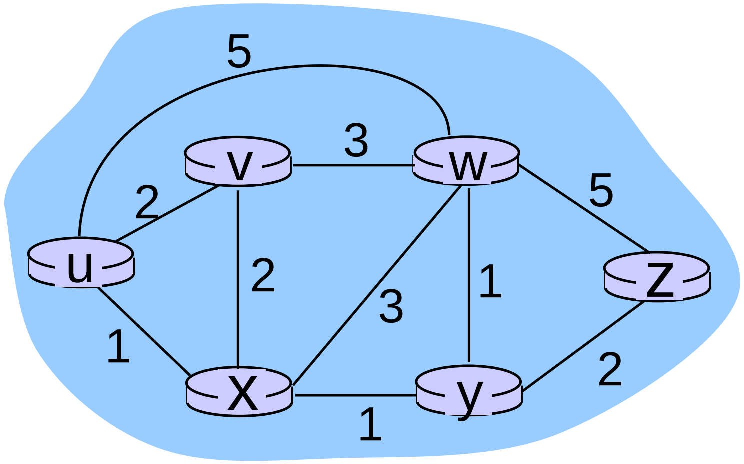
graph: G = (N,E)

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

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

aside: graph abstraction is useful in other network contexts, e.g., P2P, where *N* is set of peers and *E* is set of TCP connections

Graph abstraction: costs



$c(x,x')$ = cost of link (x,x')
e.g., $c(w,z) = 5$

cost could always be 1, or inversely related to bandwidth, or inversely related to congestion

cost of path $(x_1, x_2, x_3,\ldots, x_p) = c(x_1,x_2) + c(x_2,x_3) + \ldots + c(x_{p-1},x_p)$

key question: what is the least-cost path between u and z ?
routing algorithm: algorithm that finds that least cost path

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

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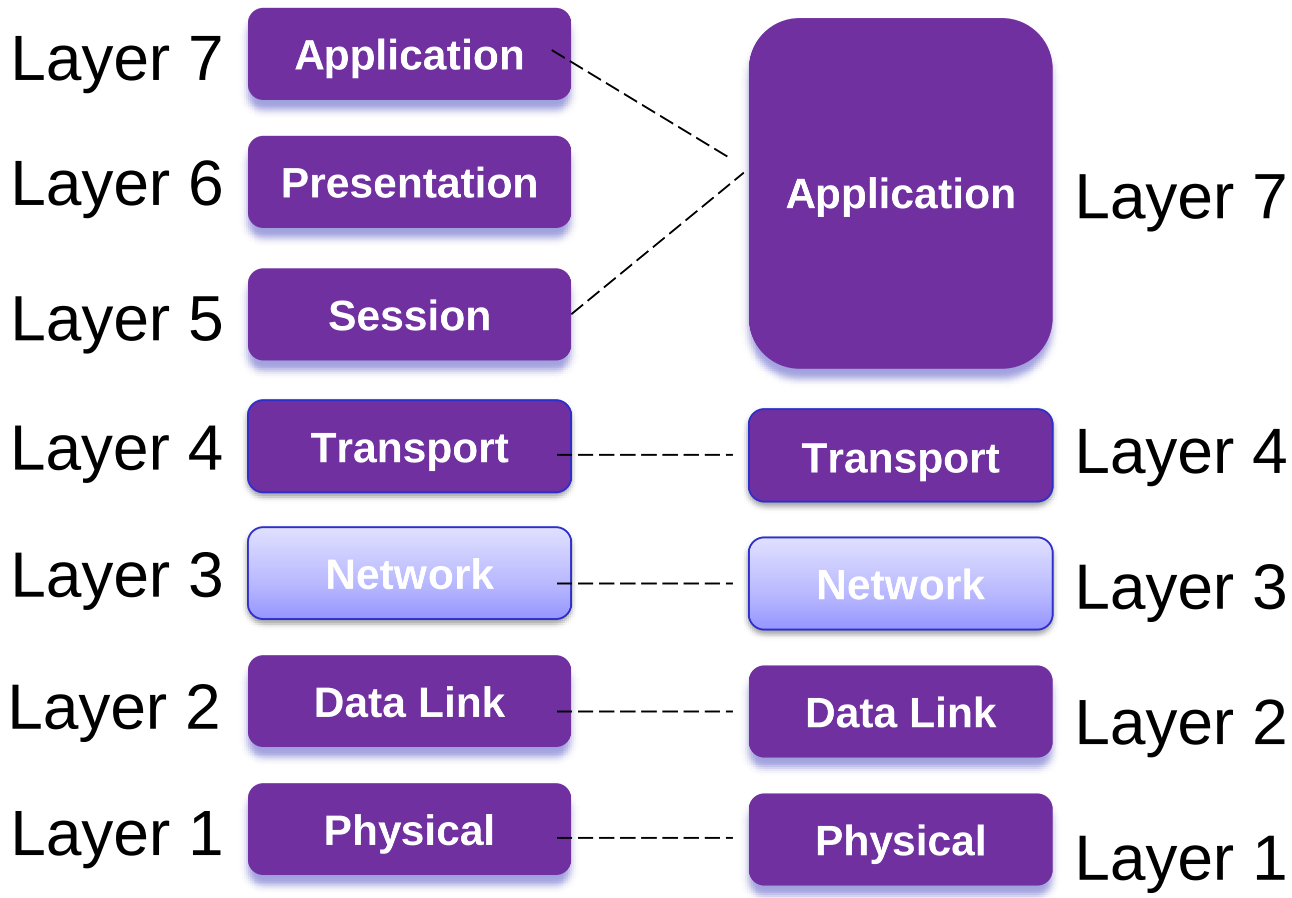
Network Layer



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A link-state routing algorithm

Dijkstra's algorithm

- net 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 dest.'s

notation:

- c(x,y): link cost from node x to y; = ∞ if not direct neighbors
- D(v): current value of cost of path from source to dest. v
- p(v): predecessor node along path from source to v
- N': set of nodes whose least cost path definitively known

Dijsktra's algorithm

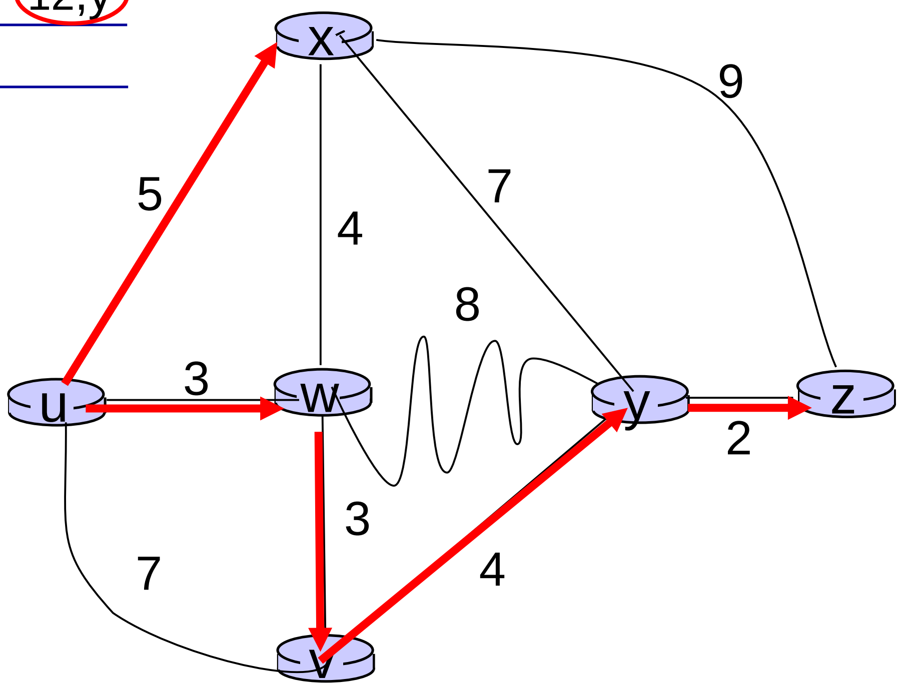
```
Initialization:
  N' = {u}
  for all nodes v
    if v adjacent to u
        then D(v) = c(u,v)
    else D(v) = ∞

Loop
  find w not in N' such that D(w) is a minimum
  add w to N'
  update D(v) for all v adjacent to w and not in N' :
      D(v) = min( D(v), D(w) + c(w,v) )
  /* new cost to v is either old cost to v or known
   shortest path cost to w plus cost from w to v */
until all nodes in N'
```

Dijkstra's algorithm: 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	7,u	3,u	5,u	∞	∞
1	uw	6,w		5,u	11,w	∞
2	uwx	6,w			11,w	14,x
3	uwxv				10,v	14,x
4	uwxvy					12,y
5	uwxvyz					

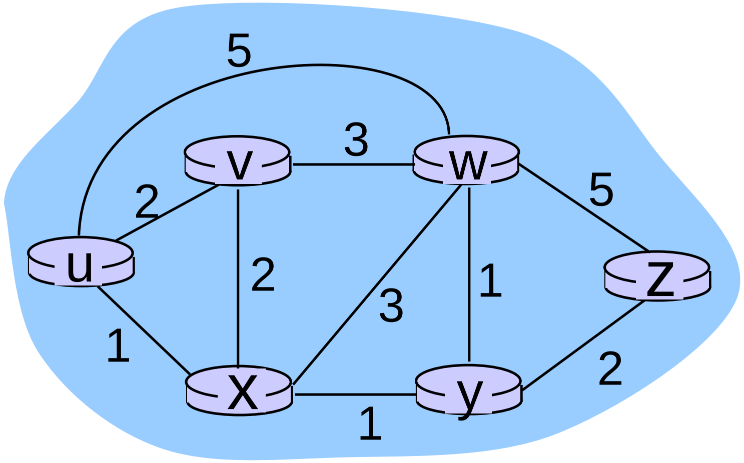
notes:

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



Dijkstra's algorithm: another 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	ux	2,u	4,x		2,x	∞
2	uxy	2,u	3,y			4,y
3	uxyv		3,y			4,y
4	uxyvw					4,y
5	uxyvwz					



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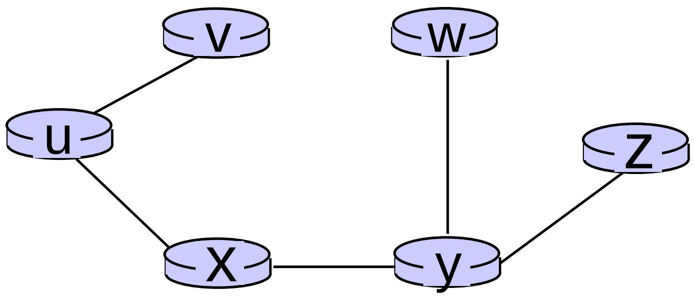
Dijkstra's algorithm: example (2)

resulting shortest-path tree from u:



resulting forwarding table in u:

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

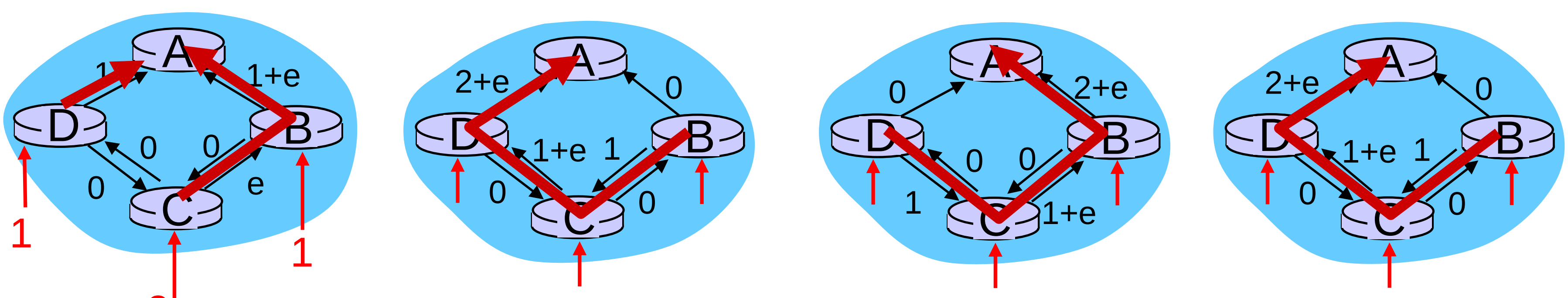
Dijkstra's algorithm, discussion

algorithm complexity: n nodes

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

oscillations possible:

- e.g., support link cost equals amount of carried traffic:



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

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Distance vector algorithm

Bellman-Ford equation (dynamic programming)

let

$d_x(y)$:= cost of least-cost path from x to y

then

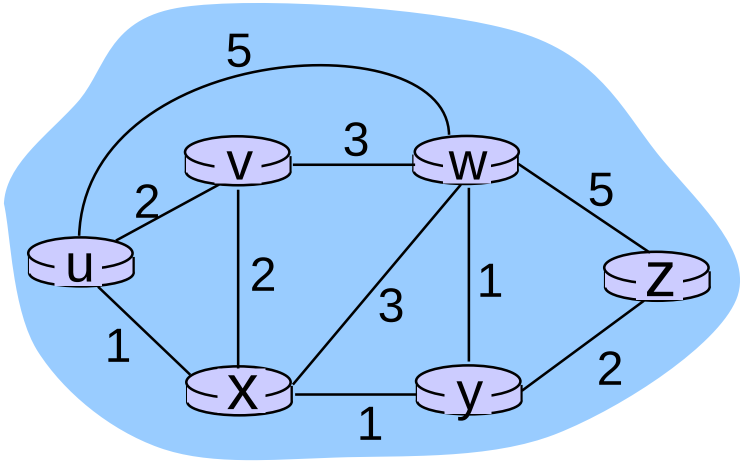
$$d_x(y) = \min_v \{c(x,v) + d_v(y)\}$$

cost from neighbor v to destination y

cost to neighbor v

min taken over all neighbors v of x

Bellman-Ford example



clearly, $d_v(z) = 5$, $d_x(z) = 3$, $d_w(z) = 3$

B-F equation says:

$$
\begin{aligned}
d_u(z) &= \min \{ c(u,v) + d_v(z), \\
&\qquad c(u,x) + d_x(z), \\
&\qquad c(u,w) + d_w(z) \} \\
&= \min \{2 + 5, \\
&\qquad 1 + 3, \\
&\qquad 5 + 3\} = 4
\end{aligned}
$$

node achieving minimum is next hop in shortest path, used in forwarding table

Distance vector algorithm

- $D_x(y)$ = estimate of least cost from x to y
  - x maintains distance vector $\mathbf{D}_x = [D_x(y): y \in N]$
- node x:
  - knows cost to each neighbor v: $c(x,v)$
  - maintains its neighbors' distance vectors. For each neighbor v, x maintains $\mathbf{D}_v = [D_v(y): y \in N]$

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 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

iterative, asynchronous:
each local 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

$D_x(y) = \min\{c(x,y) + D_y(y), c(x,z) + D_z(y)\}$
$= \min\{2+0 , 7+1\} = 2$

$D_x(z) = \min\{c(x,y) +$
$D_y(z), c(x,z) + D_z(z)\}$
$= \min\{2+1 , 7+0\} = 3$

node x table

from \ cost to	x	y	z
x	0	2	7
y	∞	∞	∞
z	∞	∞	∞

from \ cost to	x	y	z
x	0	2	3
y	2	0	1
z	7	1	0

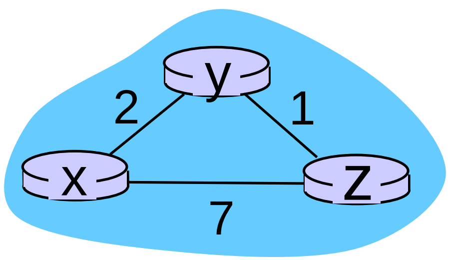
node y table

from \ cost to	x	y	z
x	∞	∞	∞
y	2	0	1
z	∞	∞	∞

node z table

from \ cost to	x	y	z
x	∞	∞	∞
y	∞	∞	∞
z	7	1	0

time



$$D_x(y) = \min\{c(x,y) + D_y(y),\ c(x,z) + D_z(y)\} = \min\{2+0\ ,\ 7+1\} = 2$$

$$D_x(z) = \min\{c(x,y) + D_y(z),\ c(x,z) + D_z(z)\} = \min\{2+1\ ,\ 7+0\} = 3$$

node x table

from \ cost to	x	y	z
x	0	2	7
y	∞	∞	∞
z	∞	∞	∞

from \ cost to	x	y	z
x	0	2	3
y	2	0	1
z	7	1	0

from \ cost to	x	y	z
x	0	2	3
y	2	0	1
z	3	1	0

node y table

from \ cost to	x	y	z
x	∞	∞	∞
y	2	0	1
z	∞	∞	∞

from \ cost to	x	y	z
x	0	2	7
y	2	0	1
z	7	1	0

from \ cost to	x	y	z
x	0	2	3
y	2	0	1
z	3	1	0

node z table

from \ cost to	x	y	z
x	∞	∞	∞
y	∞	∞	∞
z	7	1	0

from \ cost to	x	y	z
x	0	2	7
y	2	0	1
z	3	1	0

from \ cost to	x	y	z
x	0	2	3
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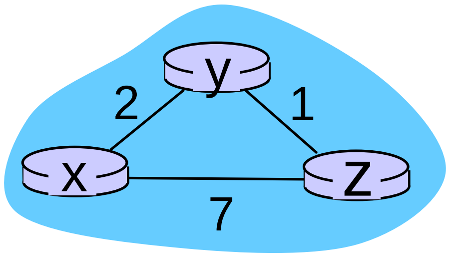
z	3	1	0

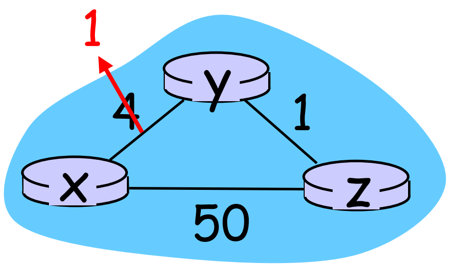


time

Distance vector: link cost changes

link cost changes:

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



"good news travels fast"

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

t_1 : *z* receives update from *y*, updates its table, computes new least cost to *x* , sends its neighbors its DV.

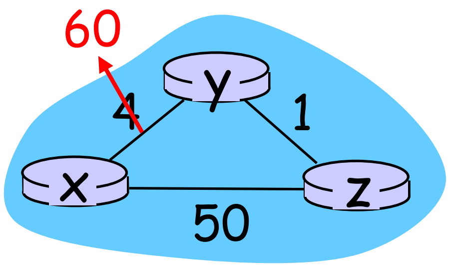
t_2 : *y* receives *z*'s update, updates its distance table. *y*'s least costs do *not* change, so *y* does *not* send a message to *z*.

* Check out the online interactive exercises for more examples: http://gaia.cs.umass.edu/kurose_ross/interactive/

Distance vector: link cost changes

link cost changes:

- node detects local link cost change
- *bad news travels slow* - "count to infinity" problem!
- 44 iterations before algorithm stabilizes: see text



poisoned reverse:

- If Z routes through Y to get to X :
  - Z tells Y 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?

Network Control Plane: outline

5.1 introduction

5.2 routing protocols

- link state
- distance vector

5.3 intra-AS routing in the Internet: OSPF

5.4 routing among the ISPs: BGP

5.5 The SDN control plane

5.6 ICMP: The Internet Control Message Protocol

5.7 Network management and SNMP

Making routing scalable

our routing study thus far - idealized
- all routers identical
- network "flat"

… *not* true in practice

scale: with billions of destinations:
- can't store all destinations in routing tables!
- routing table exchange would swamp links!

administrative autonomy
- internet = 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") – big areas of internet

think of a large university or company or ISP.

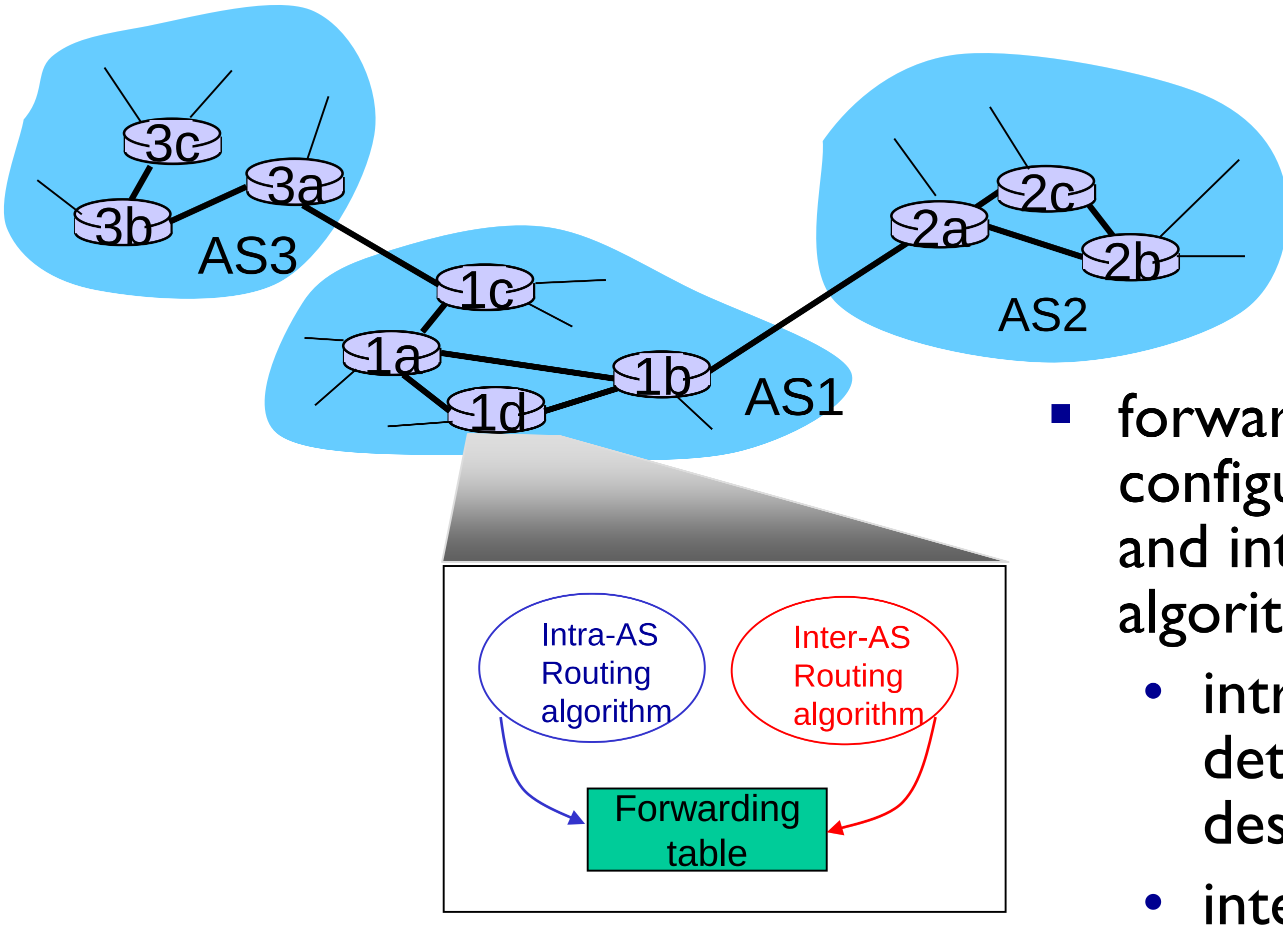
intra-AS routing

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

inter-AS routing

- routing among AS'es
- gateways perform inter-domain routing (as well as intra-domain routing)

Interconnected ASes



- forwarding table configured by both intra- and inter-AS routing algorithm
  - intra-AS routing determine entries for destinations within AS
  - inter-AS & intra-AS determine entries for external destinations

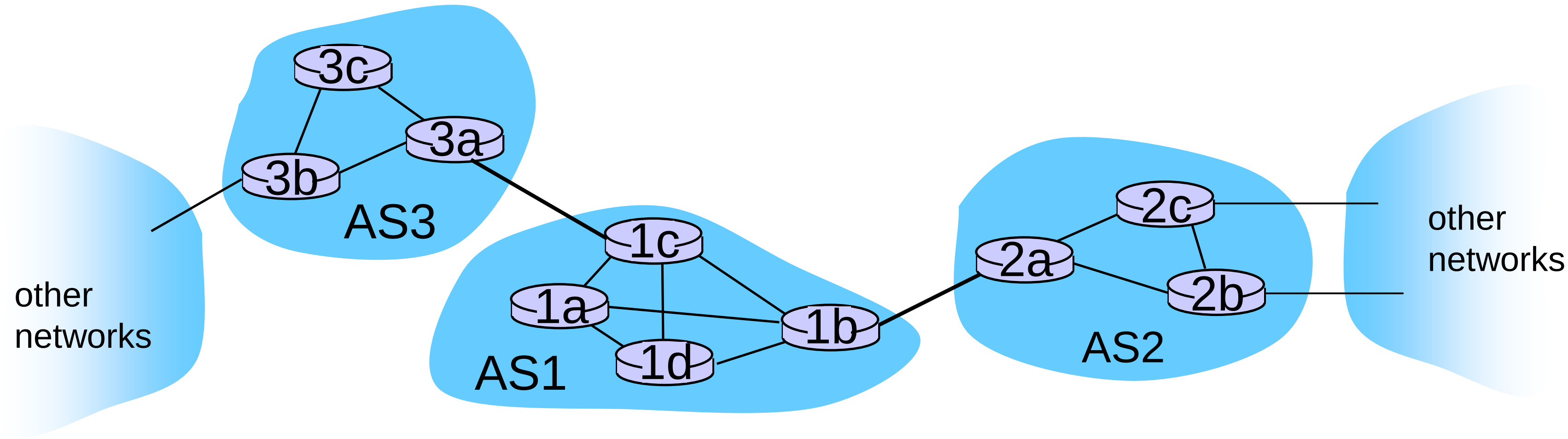
Inter-AS tasks

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

AS1 must:

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

job of inter-AS routing!



Intra-AS Routing

- also known as *interior gateway protocols (IGP)*
- most common intra-AS routing protocols:
  - RIP: Routing Information Protocol
  - OSPF: Open Shortest Path First (IS-IS protocol essentially same as OSPF)
  - IGRP: Interior Gateway Routing Protocol (Cisco proprietary for decades, until 2016)

OSPF (Open Shortest Path First)

- "open": publicly available
- uses link-state algorithm
  - link state packet dissemination
  - topology map at each node
  - route computation using Dijkstra's algorithm
- router floods OSPF link-state advertisements to all other routers in *entire* AS
  - carried in OSPF messages directly over IP (rather than TCP or UDP
  - link state: for each attached link
- *IS-IS routing* protocol: nearly identical to OSPF

OSPF "advanced" features

- *security:* all OSPF messages authenticated (to prevent malicious intrusion)
- multiple same-cost paths allowed (only one path in RIP)
- for each link, multiple cost metrics for different TOS (e.g., satellite link cost set low for best effort ToS; high for real-time ToS)
- integrated uni- and multi-cast support:
  - Multicast OSPF (MOSPF) uses same topology data base as OSPF
- hierarchical OSPF in large domains.

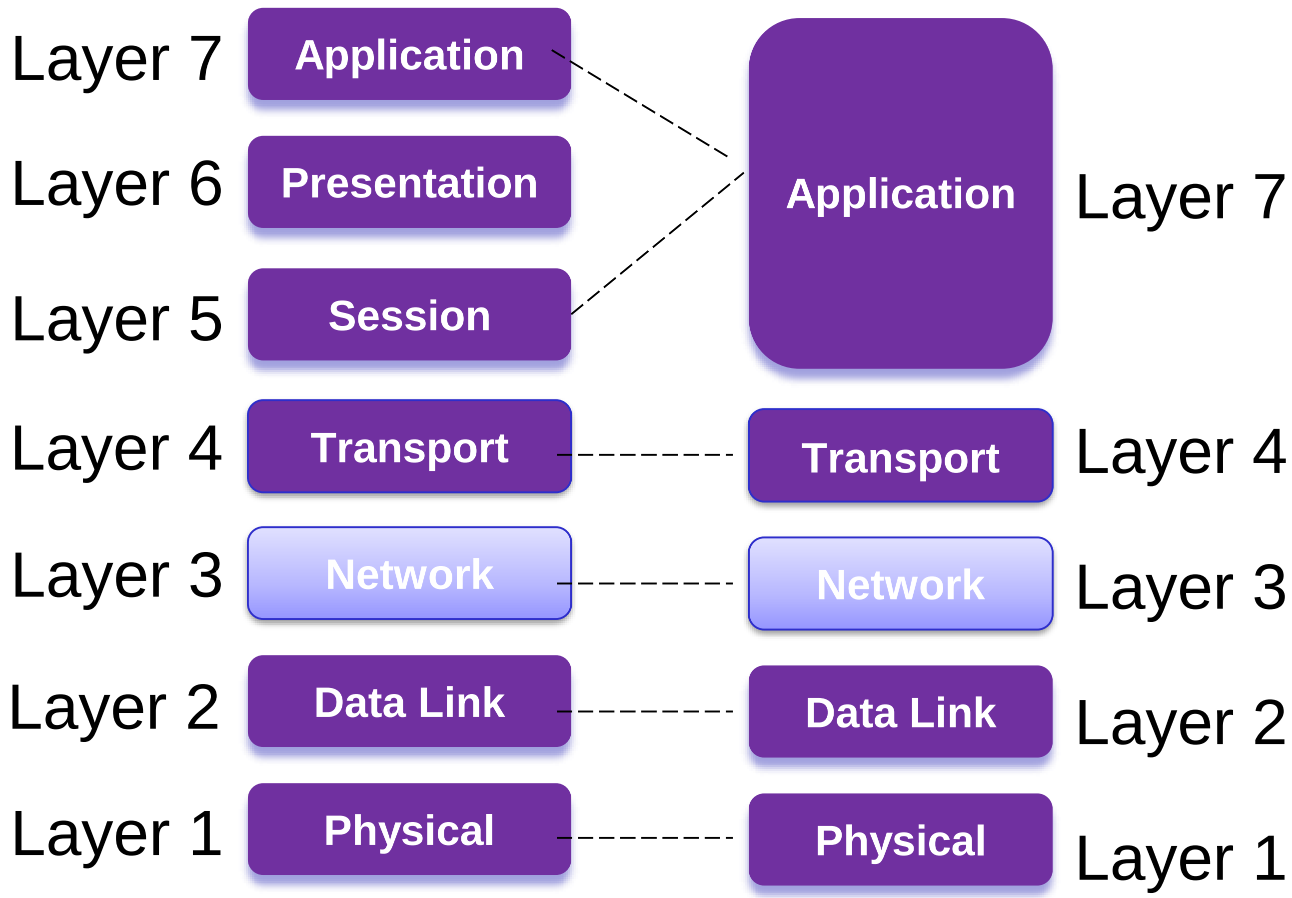
What have we learned?

- Link State Routing
  - Dijkstra algorithm
  - Routers each learn a map of the network
- Distance Vector Routing
  - Bellman-Ford algorithm
  - Routers each learn the distance to all other routers
- Routing in Autonomous systems
  - Intra AS (routing within one system)
  - Inter AS (routing between different systems)
- OSPF (Open Shortest Path First)
  - Link vector routing for intra AS problem

Structure of course

- Week 1 (25^{th}-29^{th} September)
  - Introduction to IP Networks
  - The Transport layer (part 1)
- Week 2 (16^{th}-21^{st} October)
  - The Transport layer (part II)
  - The Network layer (part I)
  - Class test (open book exam in class)
- Week 3 (20^{th}-24^{th} November)
  - The Network layer (part II)
  - The Data link layer (part I)
  - Router lab tutorial (assessed labwork after this week)
- Week 4 (18^{th}-22^{nd} December)
  - The Data link layer (part II)
  - Security and network management
  - Class test

Network Layer



Network Control Plane: outline

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5.2 routing protocols

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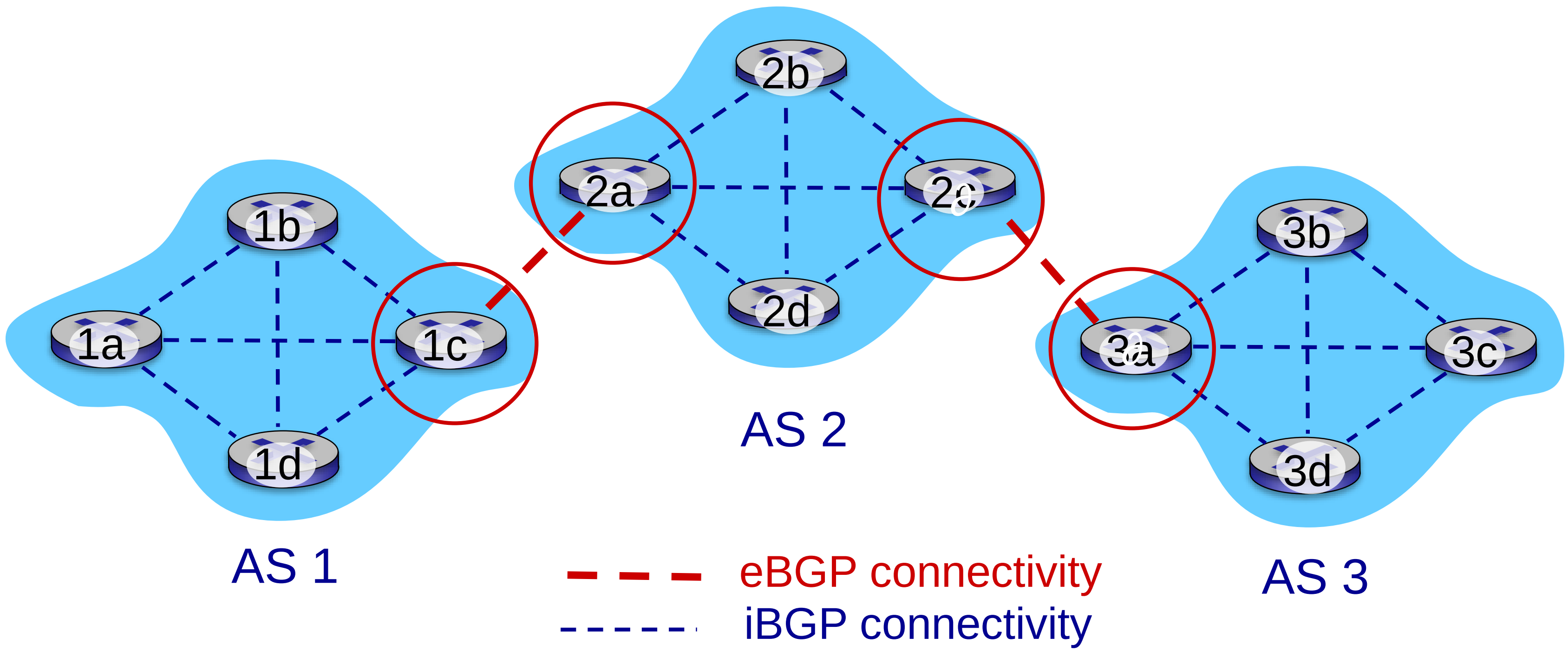
5.5 The SDN control plane

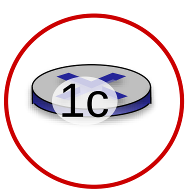
5.6 ICMP: The Internet Control Message Protocol

Internet inter-AS routing: BGP

- BGP (Border Gateway Protocol): *the* de facto inter-domain routing protocol
  - "glue that holds the Internet together"
- BGP provides each AS a means to:
  - eBGP: obtain subnet reachability information from neighboring ASes
  - iBGP: propagate reachability information to all AS-internal routers.
  - determine "good" routes to other networks based on reachability information and *policy*
- allows subnet to advertise its existence to rest of Internet: *"I am here"*

eBGP, iBGP connections

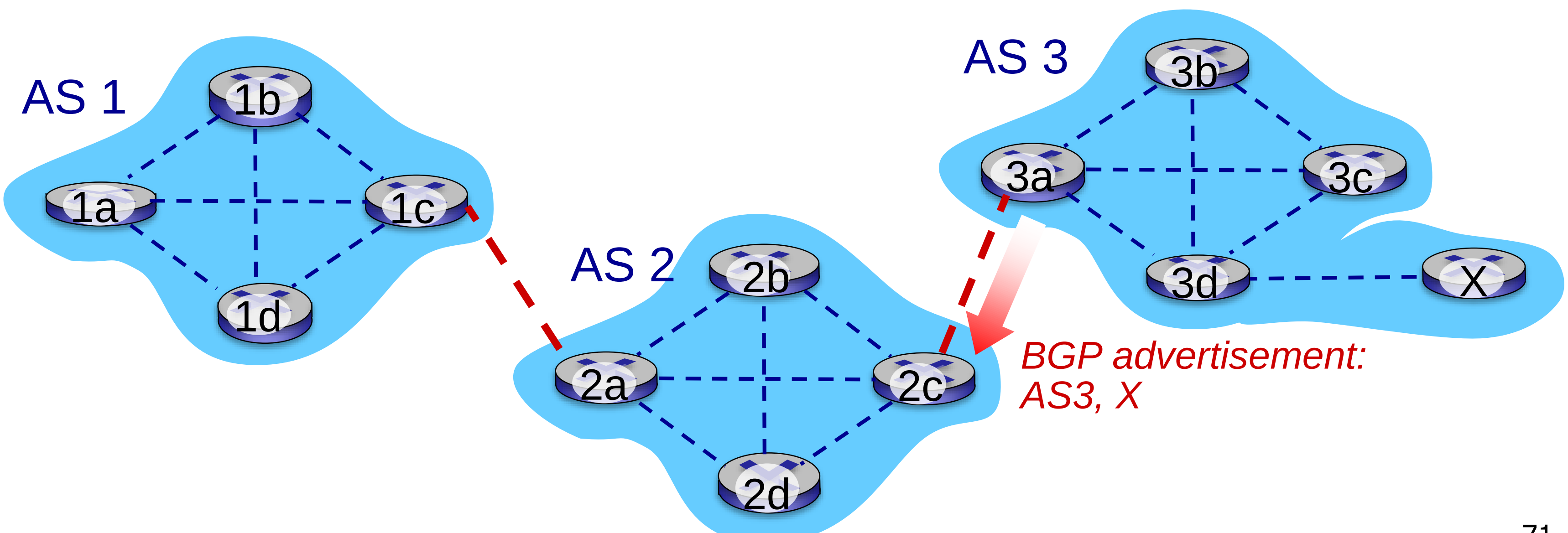




gateway routers run both eBGP and iBGP protools

BGP basics

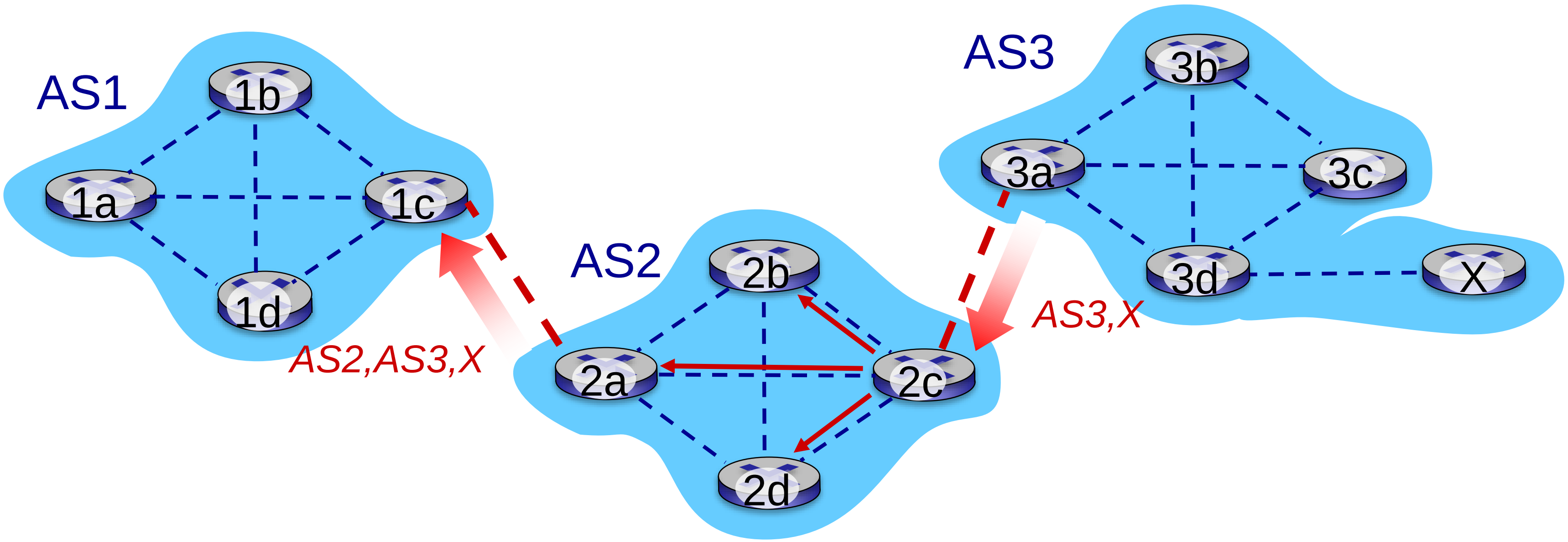
- BGP session: two BGP routers ("peers") exchange BGP messages over semi-permanent TCP connection:
  - advertising *paths* to different destination network prefixes (BGP is a "path vector" protocol)
- when AS3 gateway router 3a advertises path AS3,X to AS2 gateway router 2c:
  - AS3 *promises* to AS2 it will forward datagrams towards X



Path attributes and BGP routes

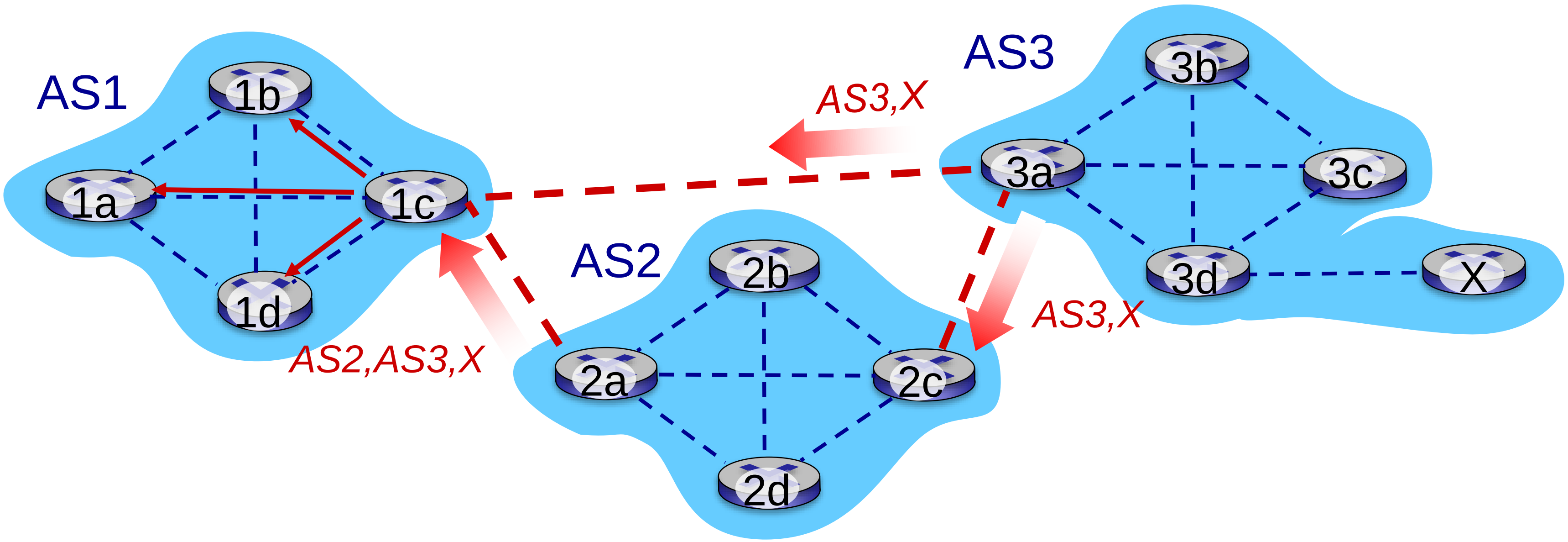
- advertised prefix includes BGP attributes
  - prefix + attributes = "route"
- two important attributes:
  - AS-PATH: list of ASes through which prefix advertisement has passed
  - NEXT-HOP: indicates specific internal-AS router to next-hop AS
- *Policy-based routing:*
  - gateway receiving route advertisement uses *import policy* to accept/decline path (e.g., never route through AS Y).
  - AS policy also determines whether to *advertise* path to other other neighboring ASes

BGP path advertisement



- AS2 router 2c receives path advertisement AS3,X (via eBGP) from AS3 router 3a
- Based on AS2 policy, AS2 router 2c accepts path AS3,X, propagates (via iBGP) to all AS2 routers
- Based on AS2 policy, AS2 router 2a advertises (via eBGP) path AS2, AS3, X to AS1 router 1c

BGP path advertisement



gateway router may learn about multiple paths to destination:

- AS1 gateway router 1c learns path *AS2,AS3,X* from 2a
- AS1 gateway router 1c learns path *AS3,X* from 3a
- Based on policy, AS1 gateway router 1c chooses path *AS3,X, and advertises path within AS1 via iBGP*

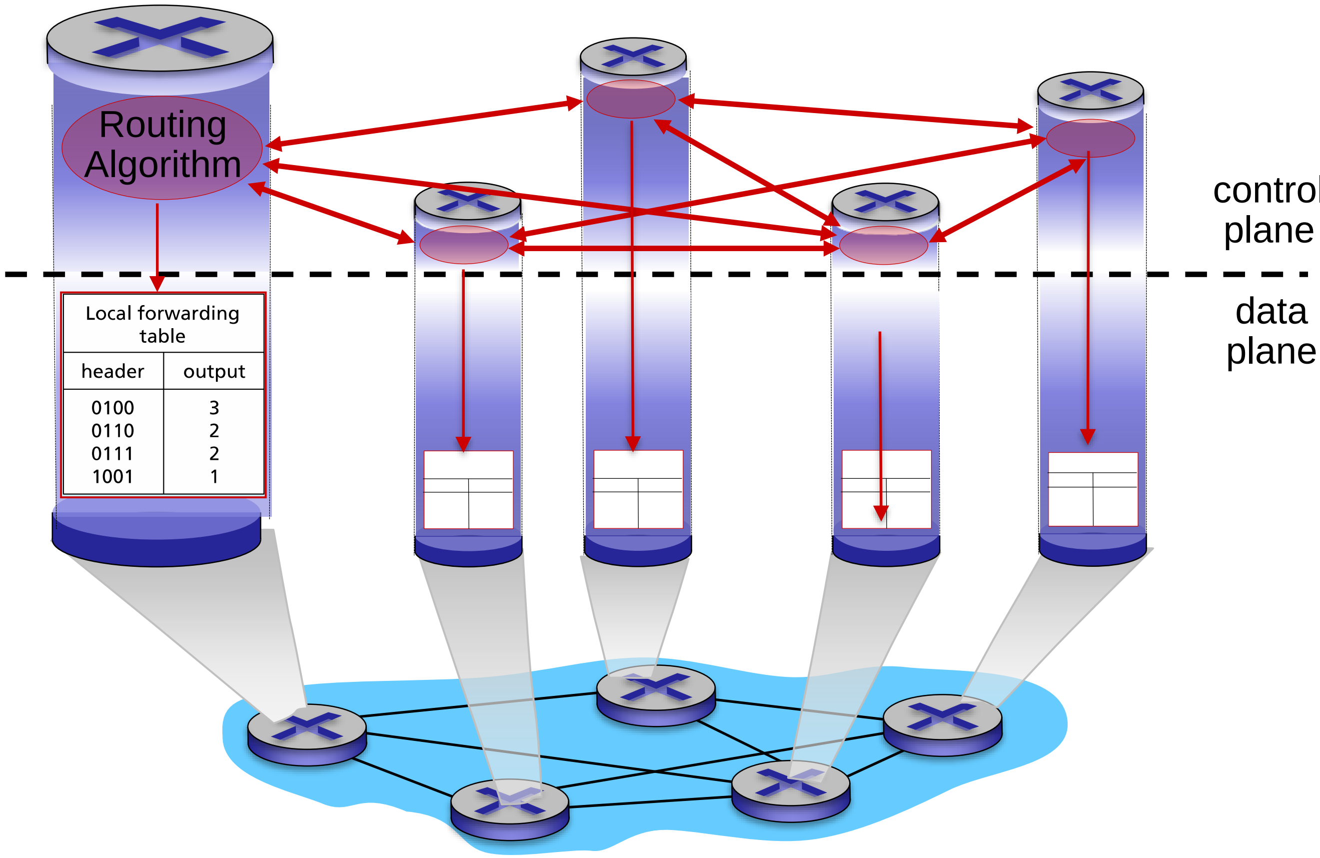
BGP route selection

- router may learn about more than one route to destination AS, selects route based on:
  1. local preference value attribute: policy decision
  2. shortest AS-PATH
  3. closest NEXT-HOP router: hot potato routing
  4. additional criteria

Network Control Plane: outline

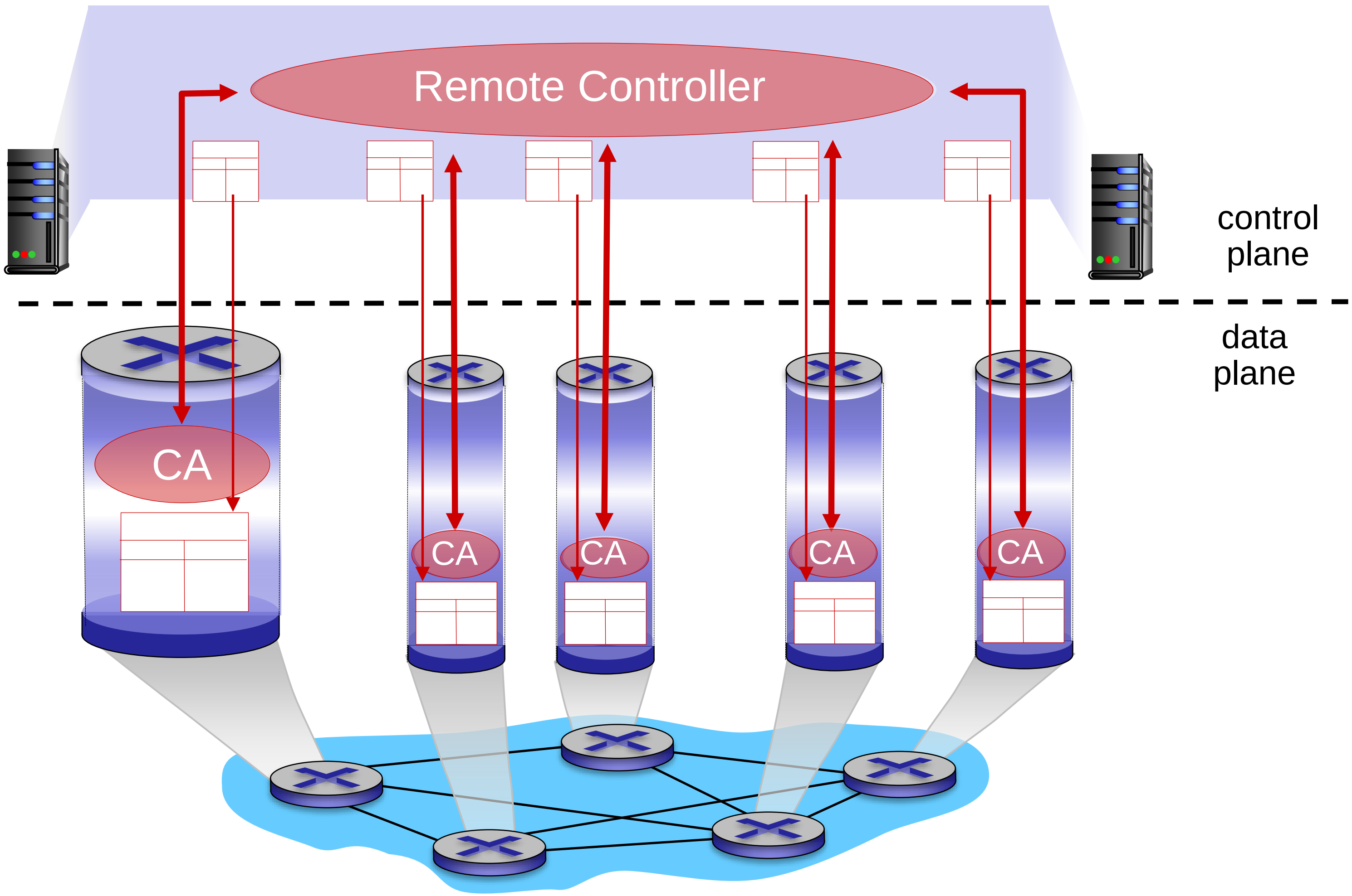
Recall: per-router control plane

Individual routing algorithm components *in each and every router* interact with each other in control plane to compute forwarding tables



Recall: logically centralized control plane

A distinct (typically remote) controller interacts with local control agents (CAs) in routers to compute forwarding tables

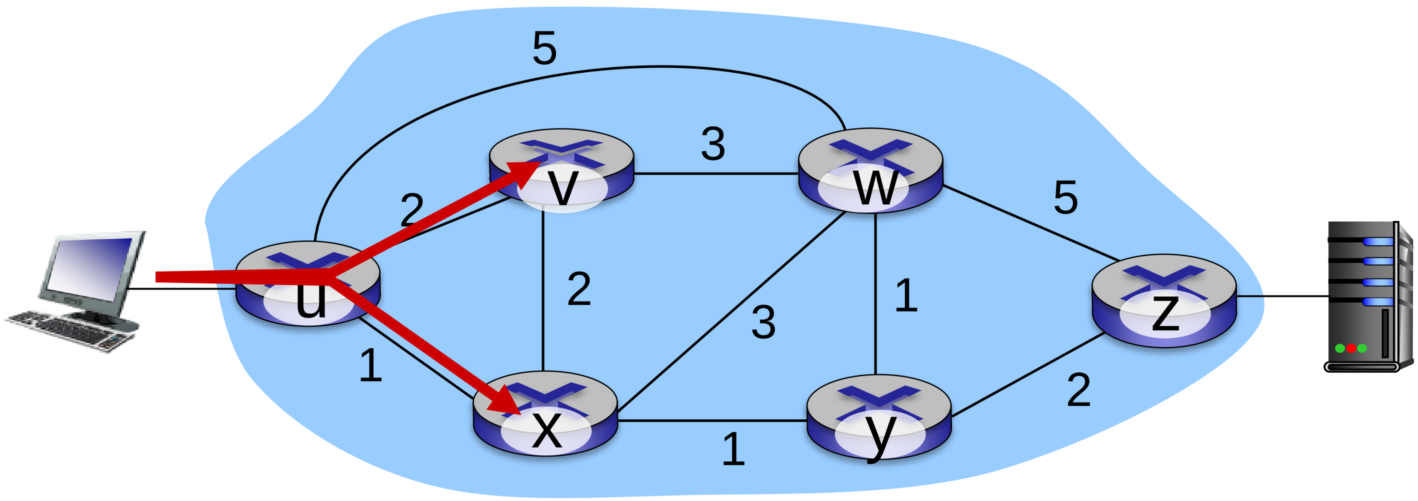


Software defined networking (SDN)

Why a *logically centralized* control plane?

- easier network management: avoid router misconfigurations, greater flexibility of traffic flows
- table-based forwarding (recall OpenFlow API) allows "programming" routers
  - centralized "programming" easier: compute tables centrally and distribute
  - distributed "programming: more difficult: compute tables as result of distributed algorithm (protocol) implemented in each and every router
- open (non-proprietary) implementation of control plane

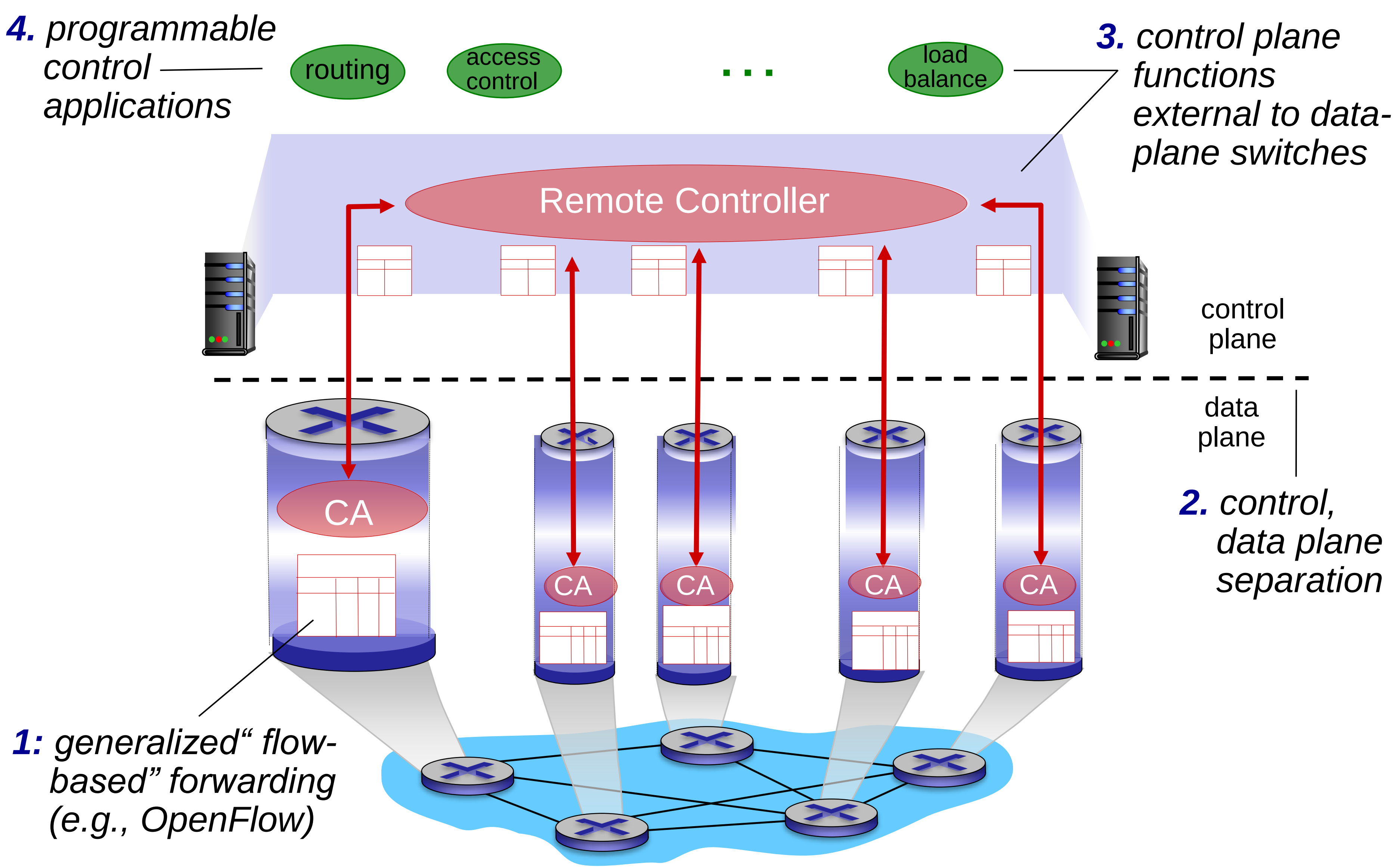
Traffic engineering: problems



Issues with traditional traffic engineering:

- If you know the route you want traffic to take. You calculate the weights for those routes. **Wrong way round!**
- You want to "load balance" (some traffic to top route some to bottom). **No way to do this!**
- You want interactive traffic on low delay route but video on high bandwidth route. **No way to do this!**

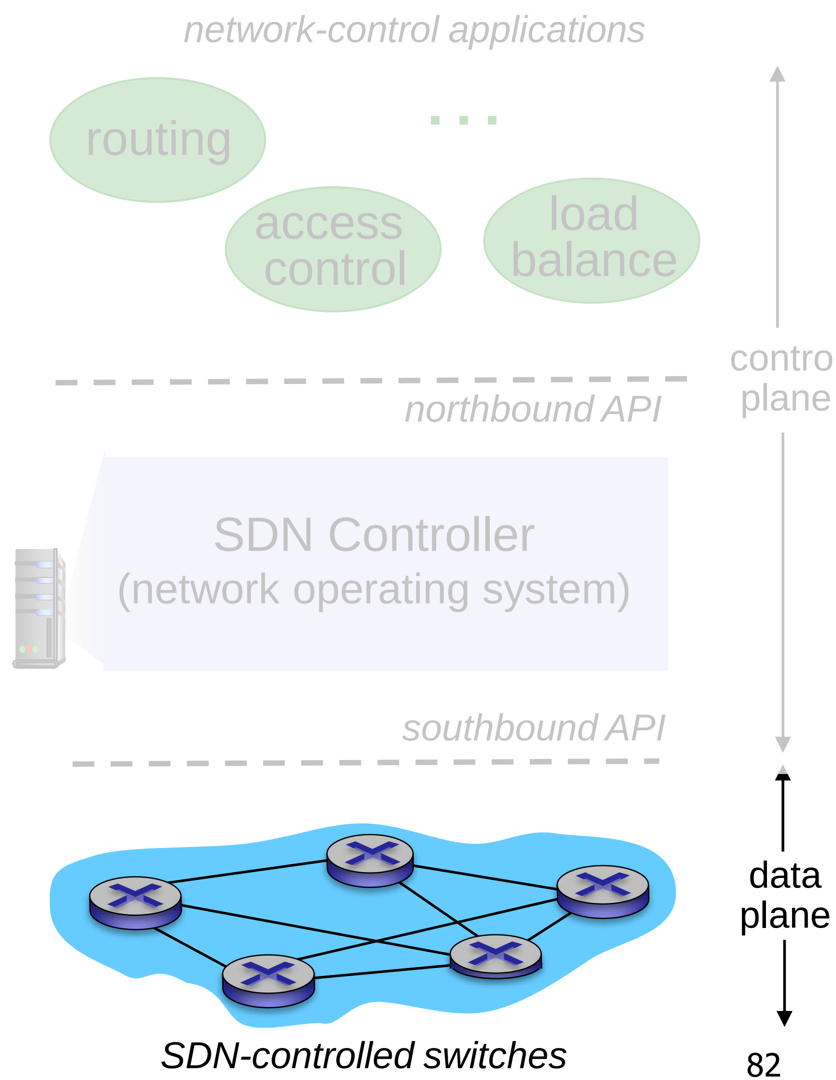
Software defined networking (SDN)



SDN perspective: data plane switches

Data plane switches

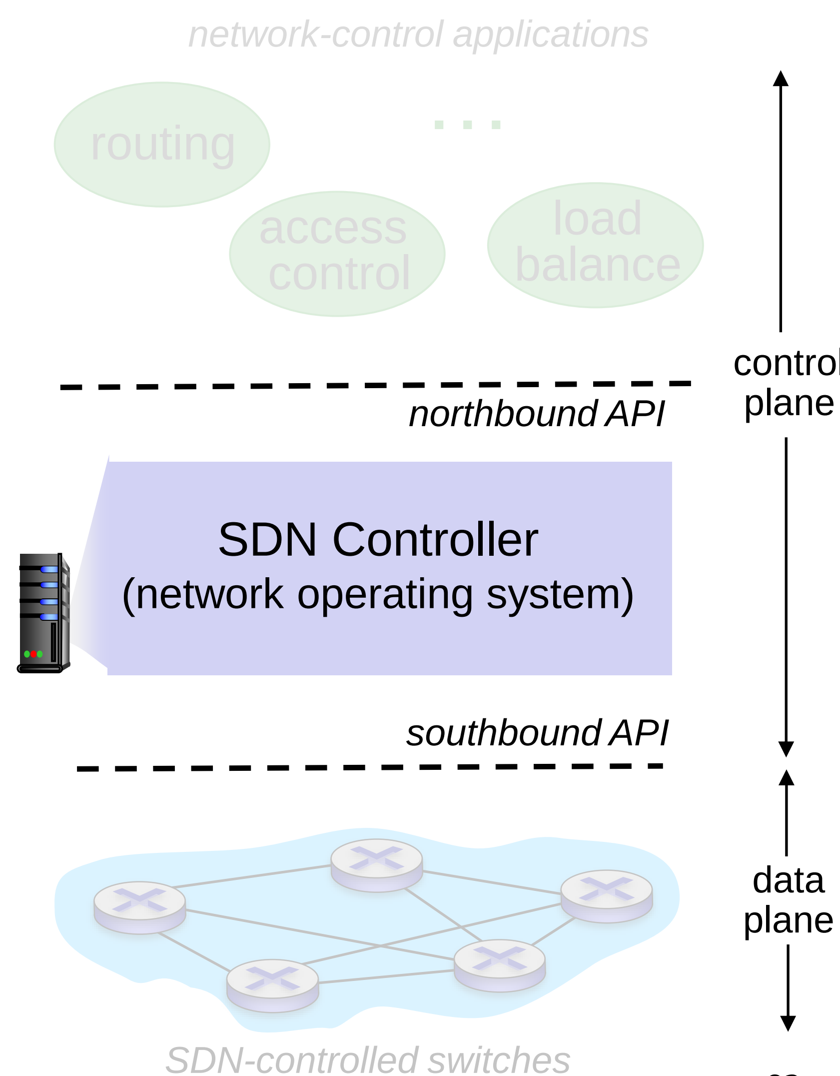
- fast, simple, commodity switches implementing generalized data-plane forwarding in hardware
- switch flow table computed, installed by controller
- API for table-based switch control (e.g., OpenFlow)
  - defines what is controllable and what is not
- protocol for communicating with controller (e.g., OpenFlow)



SDN perspective: SDN controller

SDN controller (network OS):

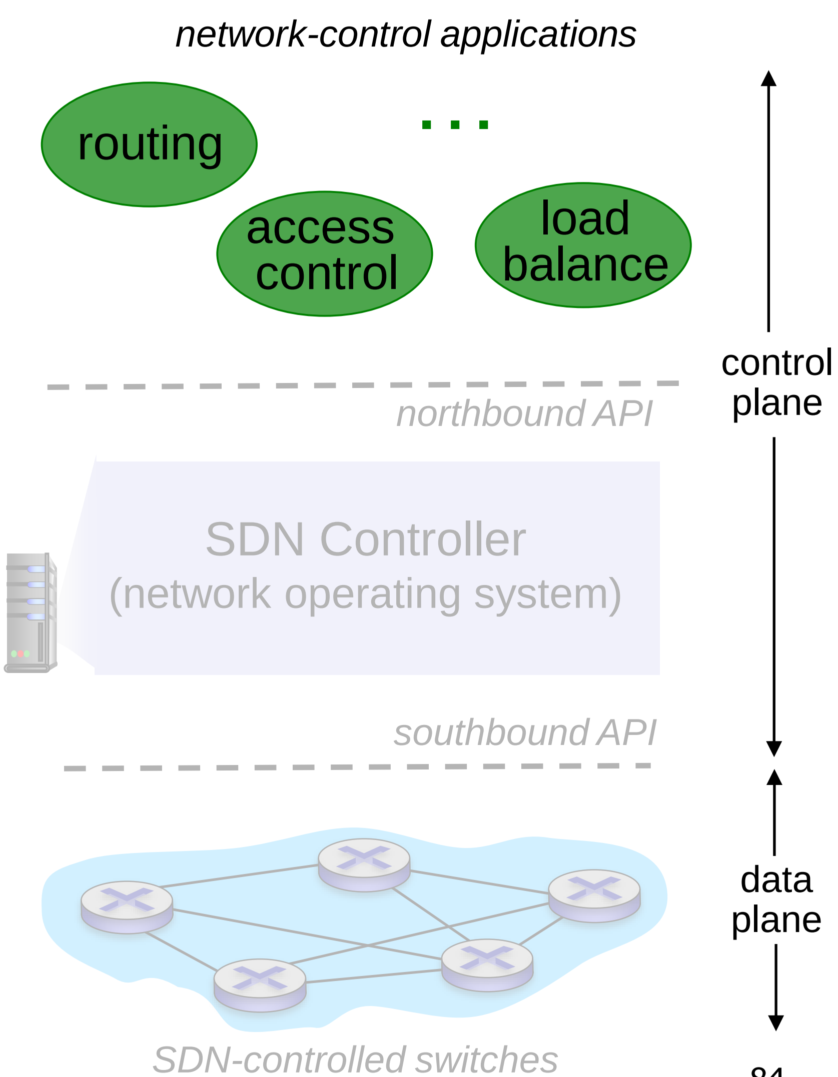
- maintain network state information
- interacts with network control applications "above" via northbound API
- interacts with network switches "below" via southbound API
- implemented as distributed system for performance, scalability, fault-tolerance, robustness
- southbound protocol – connects controller to switch.
- northbound protocol -- connects controller to apps



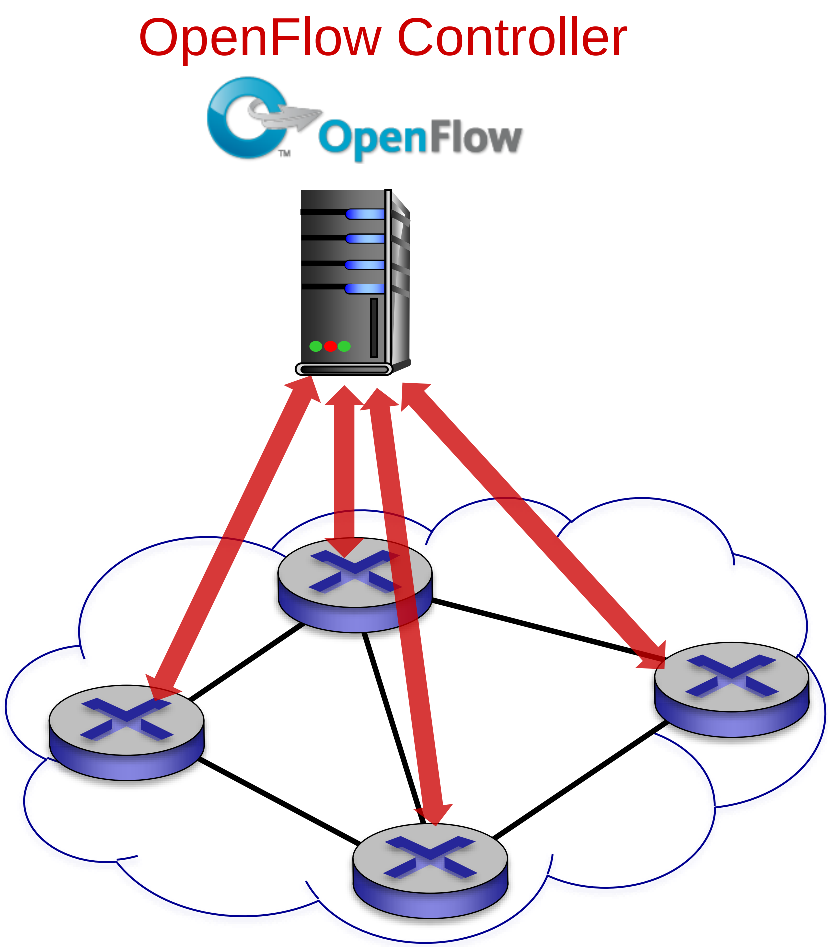
SDN perspective: control applications

network-control apps:

- "brains" of control: implement control functions using lower-level services, API provided by SDN controller
- *unbundled:* applications can be written by anyone, not just company who sold switch or company who created controller

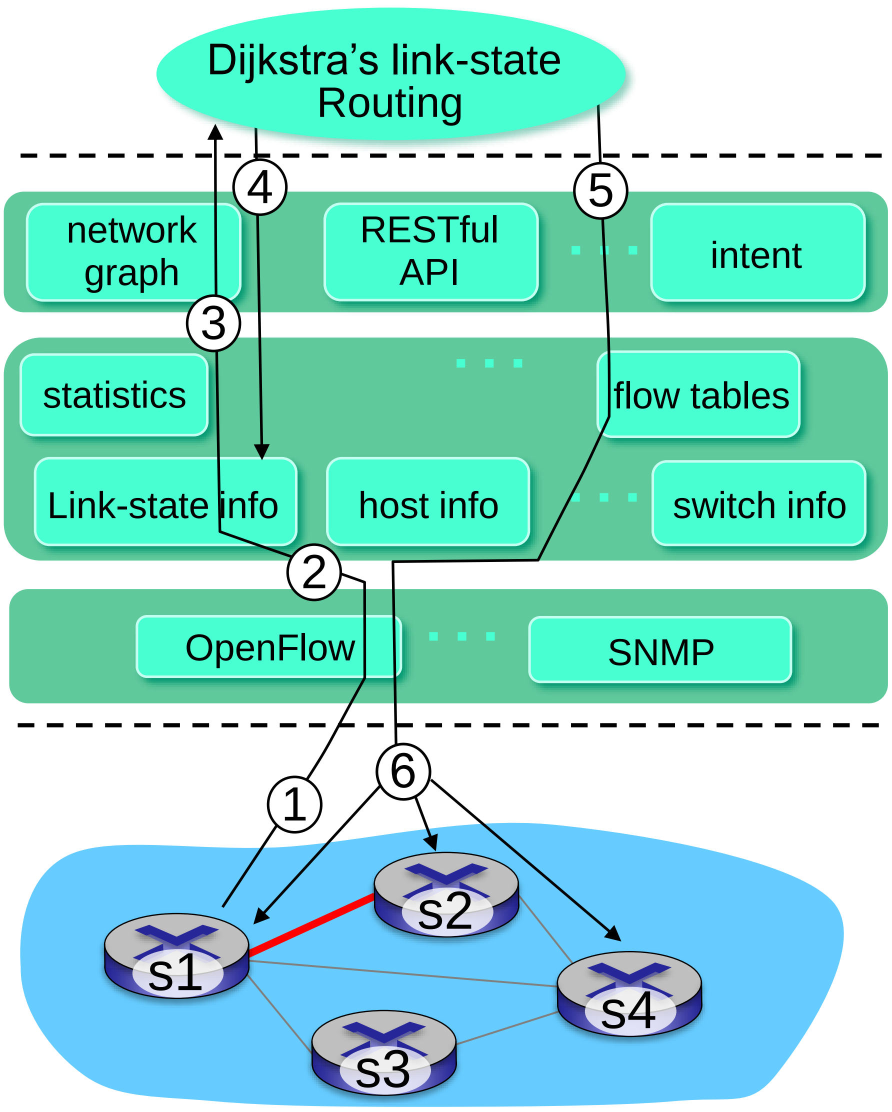


OpenFlow protocol



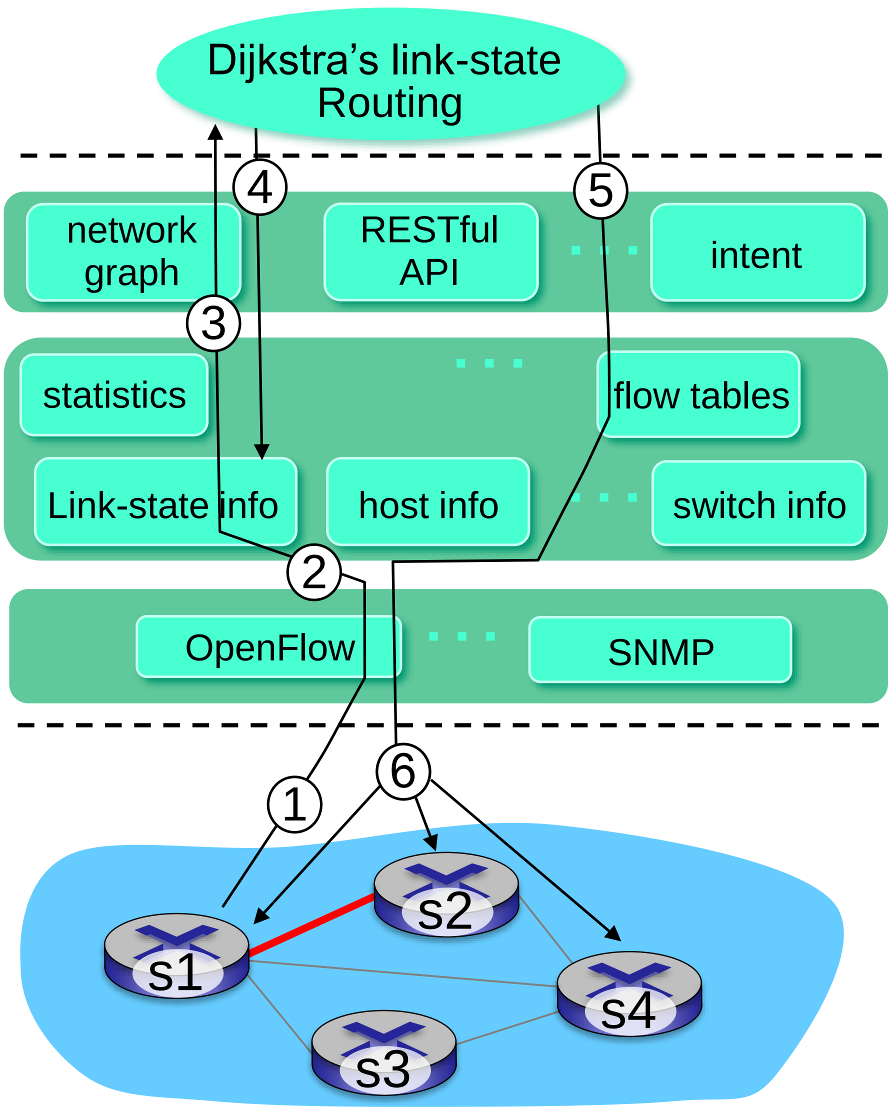
- operates between controller, switch
- TCP used to exchange messages
  - optional encryption
- three classes of OpenFlow messages:
  - controller-to-switch
  - asynchronous (switch to controller)
  - symmetric (misc)

SDN: control/data plane interaction example



1. S1, experiencing link failure using OpenFlow port status message to notify controller
2. SDN controller receives OpenFlow message, updates link status info
3. Dijkstra's routing algorithm application has previously registered to be called when ever link status changes. It is called.
4. Dijkstra's routing algorithm access network graph info, link state info in controller, computes new routes

SDN: control/data plane interaction example



5. link state routing app interacts with flow-table-computation component in SDN controller, which computes new flow tables needed

6. Controller uses OpenFlow to install new tables in switches that need updating

SDN key points

- SDN is a new way of controlling a network.
- The data plane is more flexible allowing more complex rules at routers and switches.
- The control plane is "logically" centralised (it seems as if there is just one controller though there may be several for redundancy).
- The control plane is programmable. You can program it yourself very easily.
- It allows quick experimentation with new ideas about routing and allows your network to be more flexible.
- You can try it out for yourself very quickly (mininet and OpenDaylight for example run on a laptop).
- For the first time a researcher can quickly try out new ideas in a real setting on real hardware without having to build a new router.

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ICMP: internet control message protocol

- used by hosts & routers to communicate network-level information
  - error reporting: unreachable host, network, port, protocol
  - echo request/reply (used by ping)
- network-layer "above" IP:
  - ICMP msgs carried in IP datagrams
- ICMP message: type, code plus first 8 bytes of IP datagram causing error

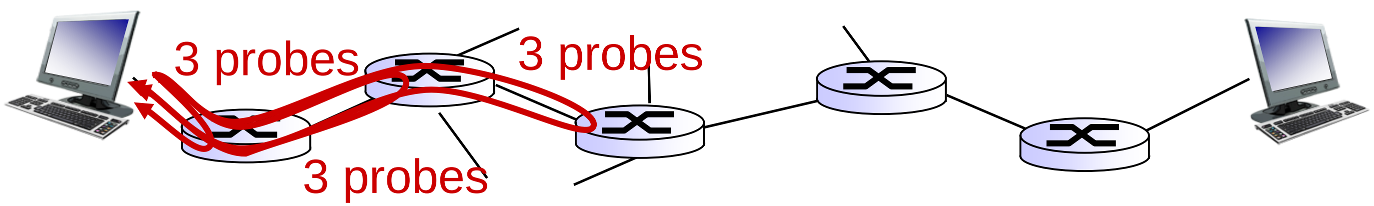
Type	Code	description
0	0	echo reply (ping)
3	0	dest. network unreachable
3	1	dest host unreachable
3	2	dest protocol unreachable
3	3	dest port unreachable
3	6	dest network unknown
3	7	dest host unknown
4	0	source quench (congestion control - not used)
8	0	echo request (ping)
9	0	route advertisement
10	0	router discovery
11	0	TTL expired
12	0	bad IP header

Traceroute and ICMP

- source sends series of UDP segments to destination
  - first set has TTL =1
  - second set has TTL=2, etc.
  - unlikely port number
- when datagram in *n*th set arrives to nth router:
  - router discards datagram and sends source ICMP message (type 11, code 0)
  - ICMP message include name of router & IP address
- when ICMP message arrives, source records RTTs

stopping criteria:

- UDP segment eventually arrives at destination host
- destination returns ICMP "port unreachable" message (type 3, code 3)
- source stops



Traceroute example

Tracing route to www.bupt.edu.cn
[124.127.207.2]
(from QMUL)

In QMUL

1	2 ms	2 ms	2 ms	161.23.60.2
2	3 ms	3 ms	3 ms	172.23.22.17
3	2 ms	2 ms	13 ms	172.23.48.194
4	2 ms	2 ms	2 ms	172.23.56.1
5	3 ms	3 ms	3 ms	172.23.8.14
6	3 ms	2 ms	2 ms	172.23.8.18
7	2 ms	2 ms	2 ms	172.23.56.10
8	3 ms	2 ms	2 ms	172.23.52.17
9	2 ms	2 ms	4 ms	172.23.16.162
10	3 ms	3 ms	3 ms	146.97.143.217
11	3 ms	2 ms	3 ms	146.97.35.233
12	4 ms	4 ms	3 ms	146.97.33.1
13	3 ms	3 ms	3 ms	146.97.35.206

UK JANET (Joint Academic Network)
London

CHINANET (first hop is UK end of Connection)

14	6 ms	5 ms	4 ms	202.97.52.97
15	189 ms	186 ms	189 ms	202.97.52.25
16	177 ms	177 ms	195 ms	202.97.53.245
17	178 ms	177 ms	175 ms	202.97.53.109
18	*	*	*	Request timed out.
19	175 ms	175 ms	232 ms	106.120.254.18
20	193 ms	199 ms	200 ms	124.127.161.242
21	200 ms	201 ms	201 ms	124.127.207.2

China Networks Internet eXchange Beijing.

Hop 18 does not respond to ICMP packets but allows them to pass on hence the * * *.

What have we learned?

- Routing within Autonomous System
  - Open Shortest Path First (link-state routing)
  - Heirarchical OSPF breaks it into separate problems.
- Routing between Autonomous Systems
  - Border Gateway Protocol
  - iBGP – within the interior of an AS – distributes list of which addresses take which exit
  - eBGP – at outside of AS calculates routes between AS
- Software defined networking control plane
  - Controller communicates to switches
  - Sends rules, receives statistics and query packets
  - Controller can implement many functions – routing, firewall, switching.

Network Control Plane: summary

we've learned a lot!

- approaches to network control plane
  - per-router control (traditional)
  - logically centralized control (software defined networking)
- traditional routing algorithms
  - implementation in Internet: OSPF, BGP
- SDN controllers
  - implementation in practice: ODL, ONOS
- Internet Control Message Protocol

Network Layer summary

- Data Plane:
  - This takes care of “forwarding” the task of getting packets from the input of a router to its output.
  - Think of it as simply “shifting bits”.
- Control Plane:
  - This is more “strategic” it forms the “map” that informs the data plane how to act.
  - It creates the rules for forwarding at the data plane.
- The next topic is the Data-Link Layer
  - Getting data to “nearby” computers – within the same subnet
  - How do we get data from one router/host to the next?