

IP addresses: how to get one?

Q: How does *network* get net id part of IP address?

A: gets allocated portion of its provider ISP's address space

ISP's block	<u>11001000</u>	<u>00010111</u>	<u>00010000</u>	00000000	200.23.16.0/20
Organization 0	<u>11001000</u>	<u>00010111</u>	<u>00010000</u>	00000000	200.23.16.0/23
Organization 1	<u>11001000</u>	<u>00010111</u>	<u>00010010</u>	00000000	200.23.18.0/23
Organization 2	<u>11001000</u>	<u>00010111</u>	<u>00010100</u>	00000000	200.23.20.0/23
...
Organization 7	<u>11001000</u>	<u>00010111</u>	<u>00011110</u>	00000000	200.23.30.0/23

IP addresses: how to get one?

Q: How does a *host* get IP address?

- hard-coded by system admin in a file
 - E.g. in Windows: control-panel -> network-> configuration -> tcp/ip -> properties
- **DHCP**: Dynamic Host Configuration Protocol:
dynamically get address from a server
 - “plug-and-play”

DHCP: Dynamic Host Configuration Protocol

Goal: allow host to *dynamically* obtain its IP address from network server when it joins network

Can renew its lease on address in use

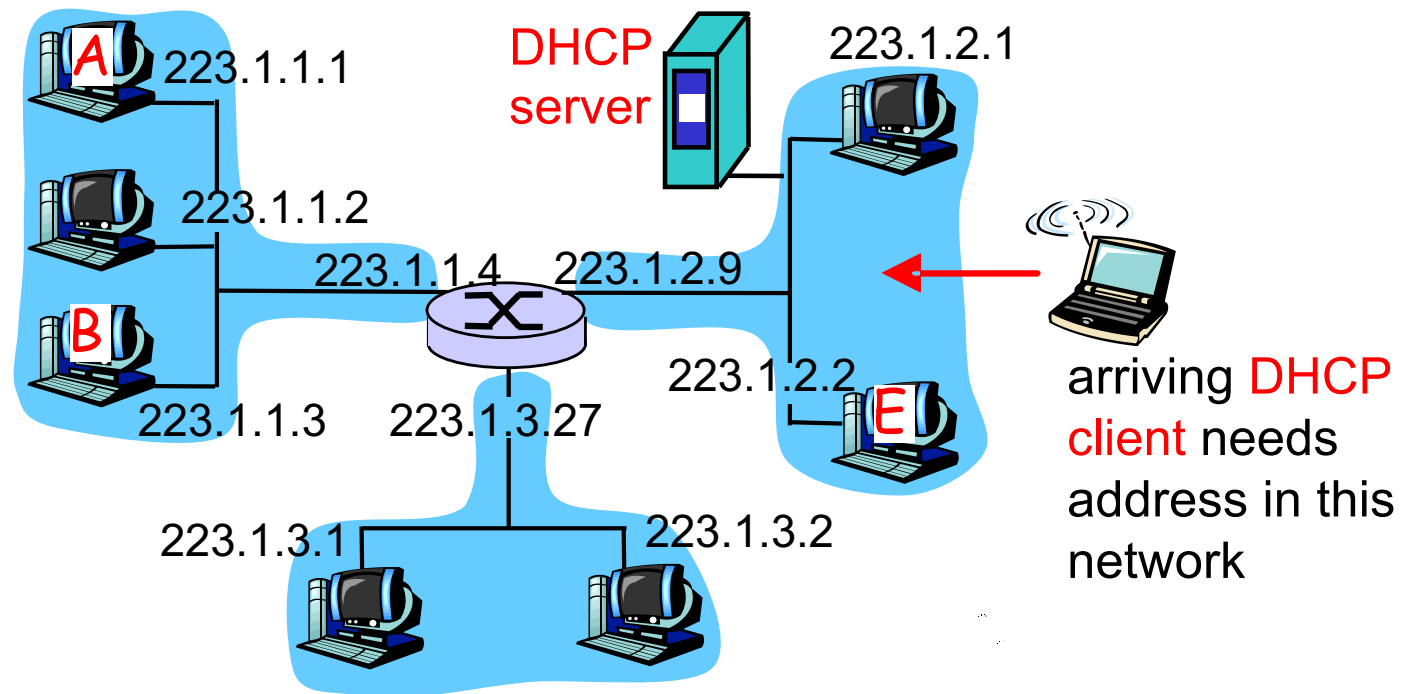
Allows reuse of addresses (only hold address while connected and “on”)

Support for mobile users who want to join network

DHCP overview: *over UDP*

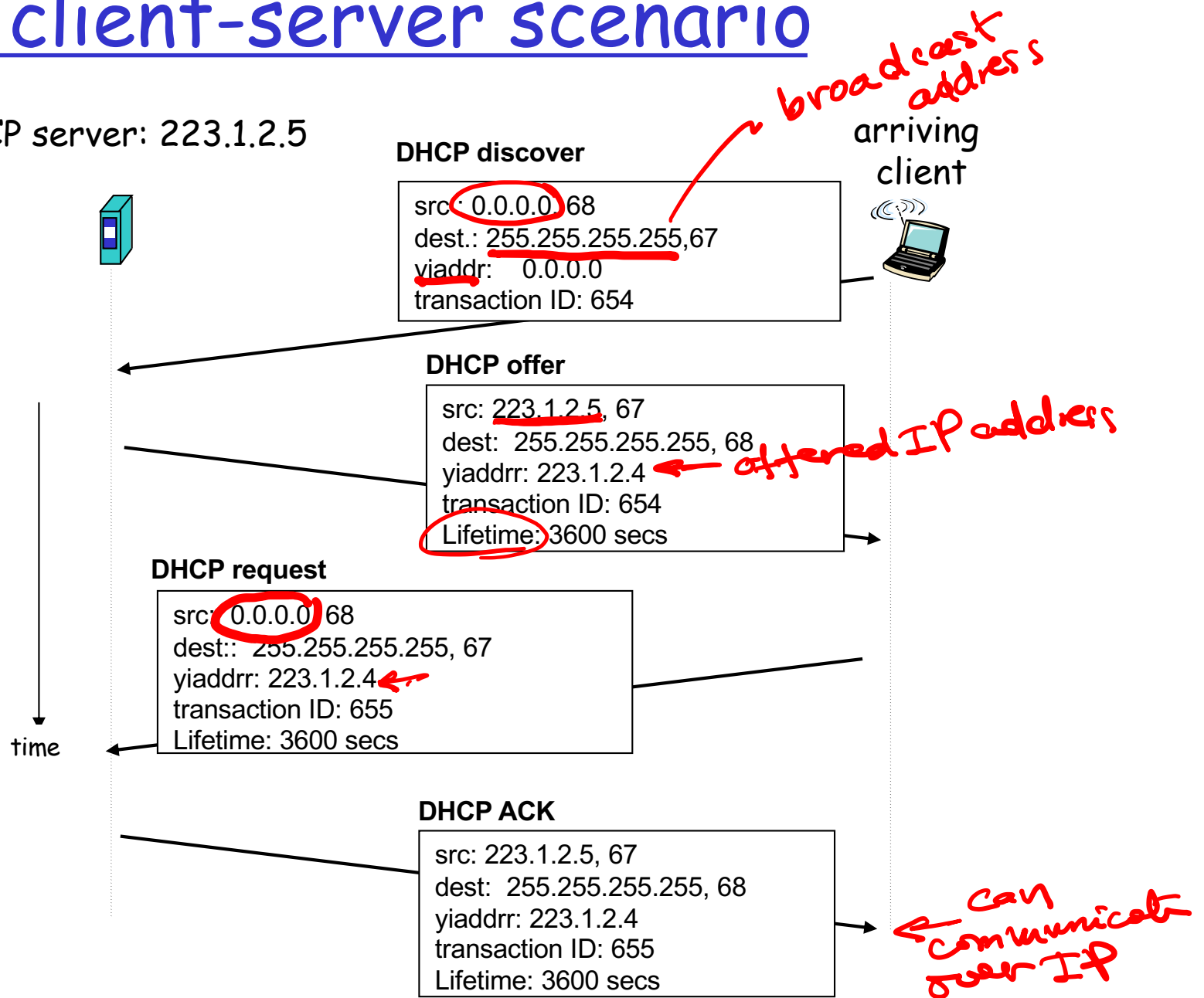
- host broadcasts “DHCP discover” msg
- DHCP server responds with “DHCP offer” msg
- host requests IP address: “DHCP request” msg
- DHCP server sends address: “DHCP ack” msg

DHCP client-server scenario



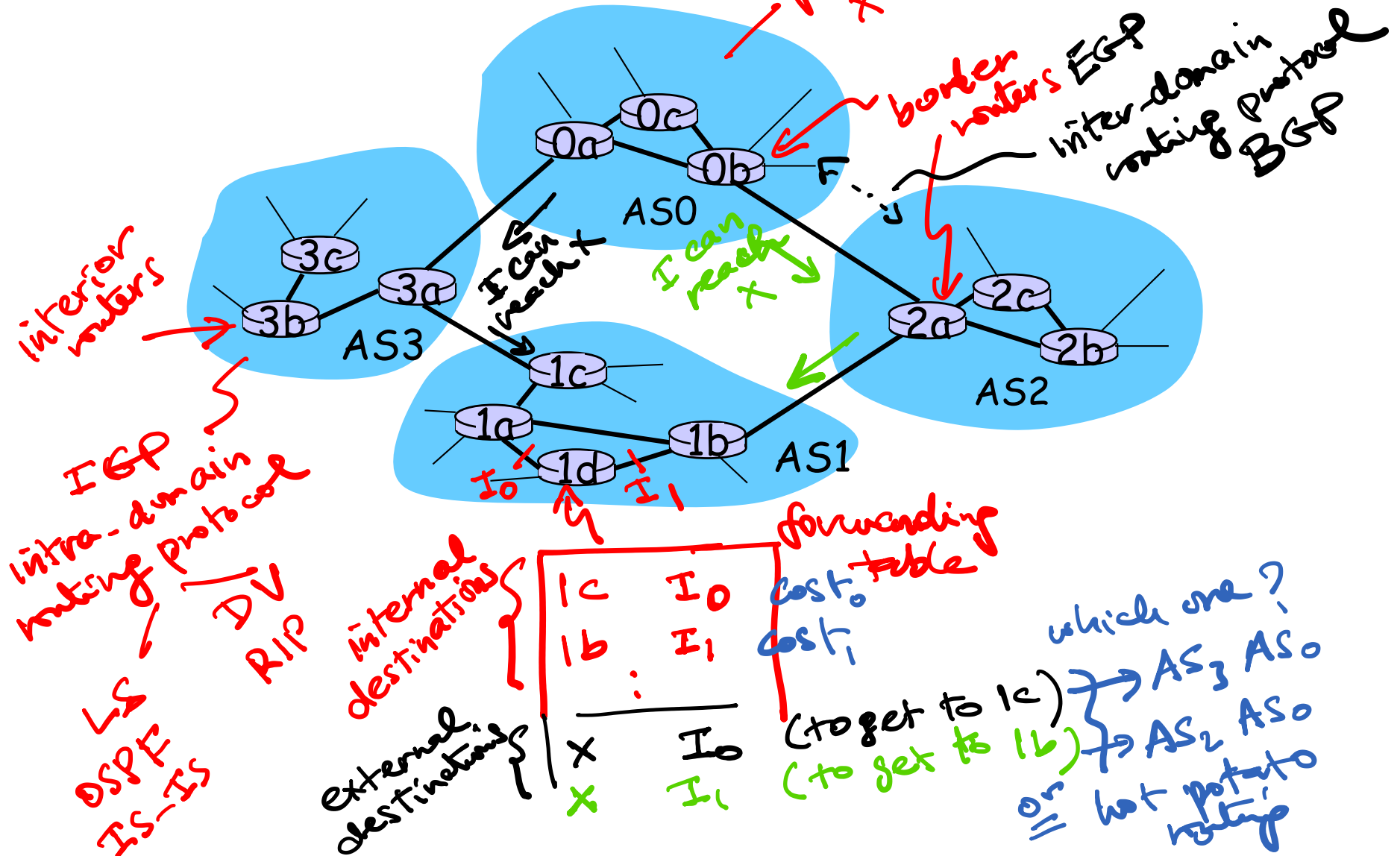
DHCP client-server scenario

DHCP server: 223.1.2.5



Route Propagation

AS = Autonomous Systems (domains)

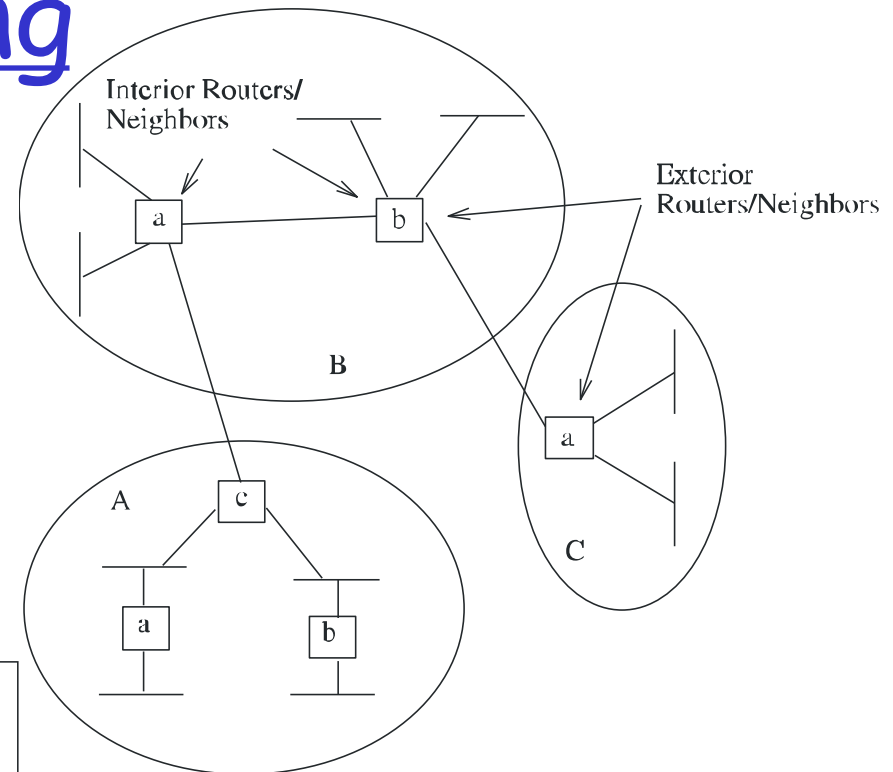
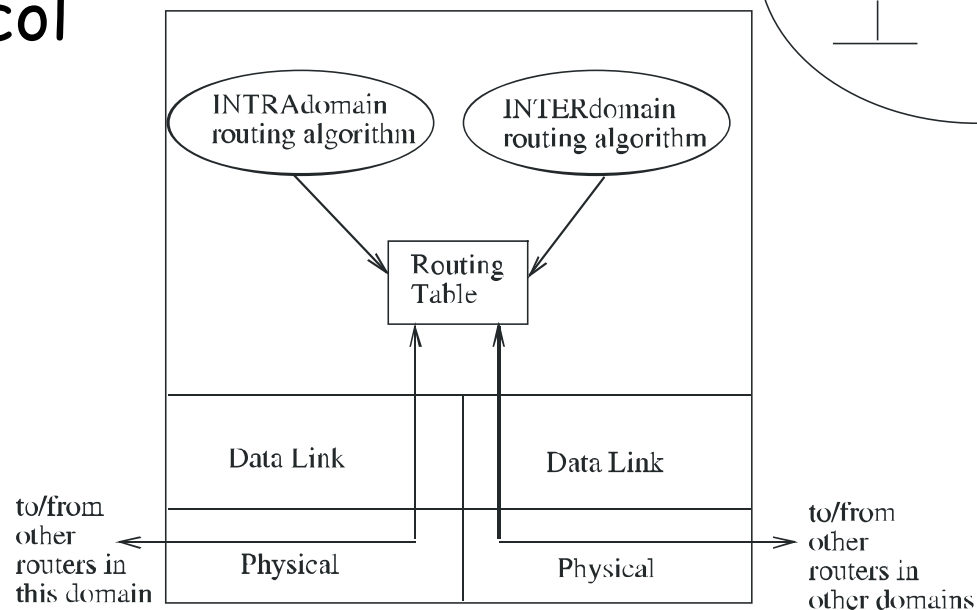


Route Propagation

- ❑ **Idea:** Impose a second hierarchy on the network that limits which routers talk to each other. (The first hierarchy is the address hierarchy that governs how packets are forwarded.)
- ❑ Autonomous System (AS)
 - ❑ corresponds to an administrative domain/region
 - ❑ examples: University, company, backbone network
 - ❑ assign each AS a 16-bit number
- ❑ Two-level route propagation hierarchy
 - ❑ interior gateway protocol (each AS selects its own)
 - ❑ exterior gateway protocol (Internet-wide standard)

Hierarchical Routing

- ❑ A.a, A.b, A.c run an intradomain routing protocol
- ❑ A.c, B.a, B.b, C.a run an interdomain routing protocol

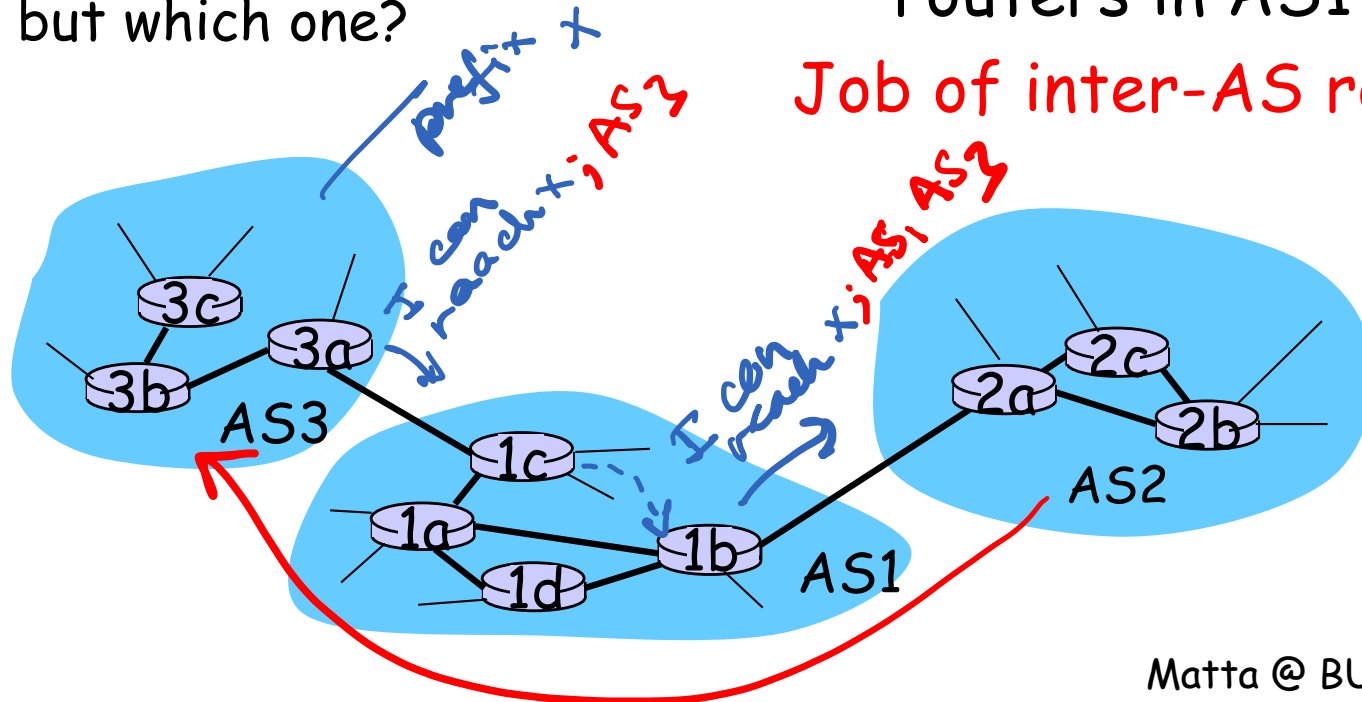


Inter-AS tasks

- Suppose router in AS1 receives datagram for which destination is outside of AS1
 - m Router should forward packet towards one of the gateway routers, but which one?

AS1 needs:

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

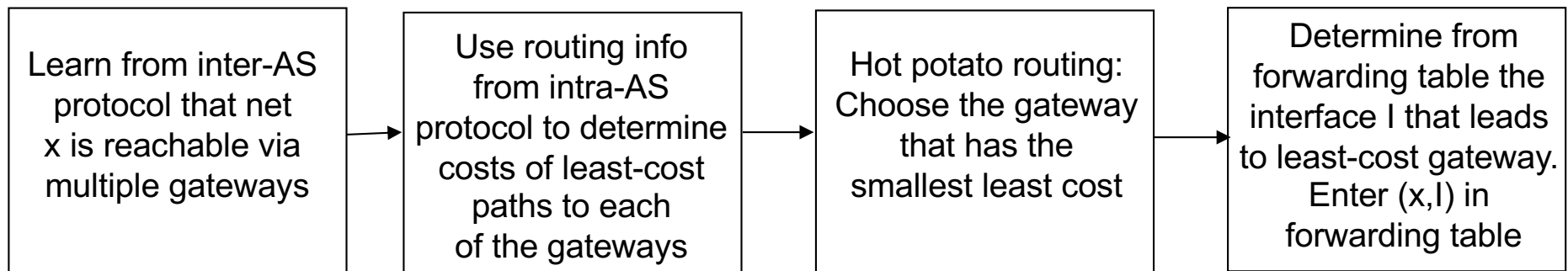


Example: Setting forwarding table in router 1d

- ❑ Suppose AS1 learns from the inter-AS protocol that net x is reachable from AS3 (gateway 1c) but not from AS2
- ❑ Inter-AS protocol propagates reachability info to all internal routers
- ❑ Router 1d determines from intra-AS routing info that its interface I is on the least cost path to 1c
- ❑ Puts in forwarding table entry (x, I)

Example: Choosing among multiple ASes

- ❑ Now suppose AS1 learns from the inter-AS protocol that net **x** is reachable from AS3 *and* from AS2
- ❑ To configure forwarding table, router 1d must determine towards which gateway it should forward packets for dest **x**
- ❑ This is also the job of inter-AS routing protocol!
- ❑ **Hot potato routing**: send packet towards closest of two routers

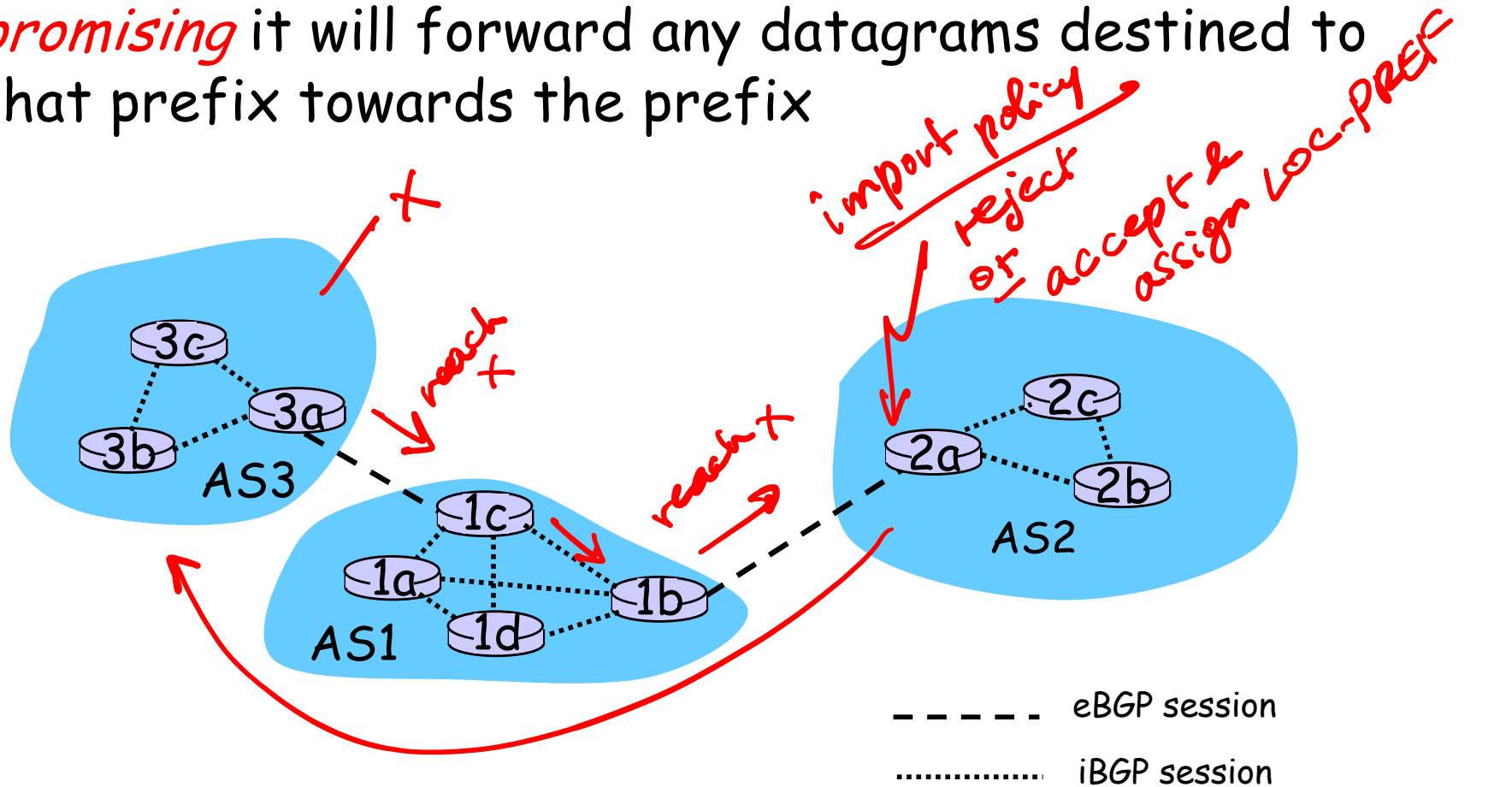


BGP: Border Gateway Protocol

- ❑ Assumes the Internet is an arbitrarily interconnected set of AS's
- ❑ Define **local traffic** as traffic that originates at or terminates on nodes within an AS, and **transit traffic** as traffic that passes through an AS
- ❑ AS's classified into three types:
 - m **Stub AS**: an AS that has only a single connection to one other AS; such an AS will only carry local traffic
 - m **Multihomed AS**: an AS that has connections to more than one other AS, but refuses to carry transit traffic
 - m **Transit AS**: an AS that has connections to more than one other AS, and is designed to carry both transit and local traffic

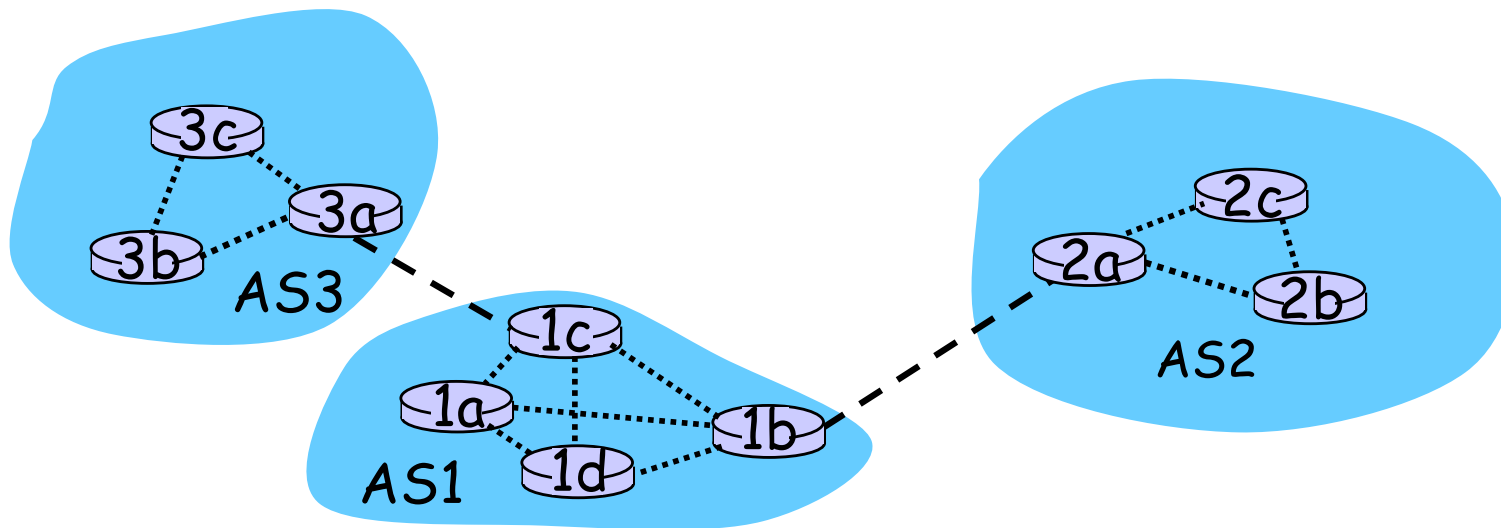
BGP basics

- ❑ Pairs of routers (BGP peers) exchange routing info over TCP connections: **BGP sessions**
- ❑ When AS2 advertises a prefix to AS1, AS2 is *promising* it will forward any datagrams destined to that prefix towards the prefix



Distributing reachability info

- ❑ With eBGP session between 3a and 1c, AS3 sends prefix **reachability** info to AS1
- ❑ 1c can then use iBGP to distribute this new prefix reach info to all routers in AS1
- ❑ 1b can then re-advertise the new reachability info to AS2 over the 1b-to-2a eBGP session
- ❑ When router learns about a new prefix, it creates an entry for the prefix in its forwarding table



----- eBGP session

..... iBGP session

Path attributes & BGP routes

- ❑ When advertising a prefix, advertisement includes BGP attributes
 - prefix + attributes = “route”
- ❑ Two important attributes:
 - **AS-PATH**: contains the ASs through which the advertisement for the prefix passed: AS 67 AS 17
 - **NEXT-HOP**: indicates the specific internal-AS router to next-hop AS (There may be multiple links from current AS to next-hop-AS)
- ❑ When gateway router receives route advertisement, uses **import policy** to accept/decline and attach a **LOC_PREF** (local preference) value to accepted paths

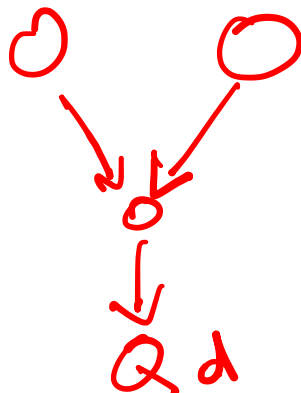
BGP route selection

- ❑ Router may learn about more than 1 route to some prefix. Router must select route

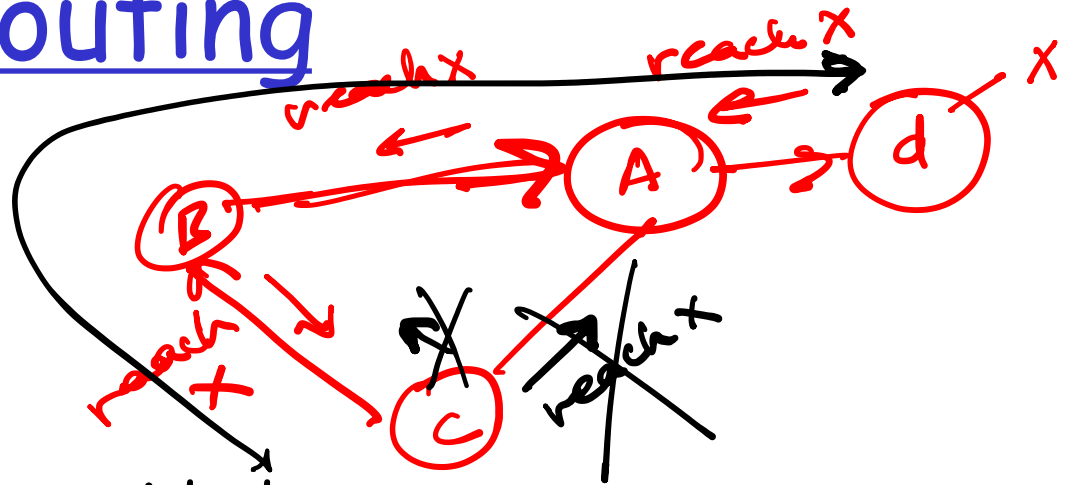
- ❑ Elimination rules:

1. Local preference value attribute: policy decision
2. Shortest AS-PATH
3. Closest NEXT-HOP router: hot potato routing
4. Additional criteria

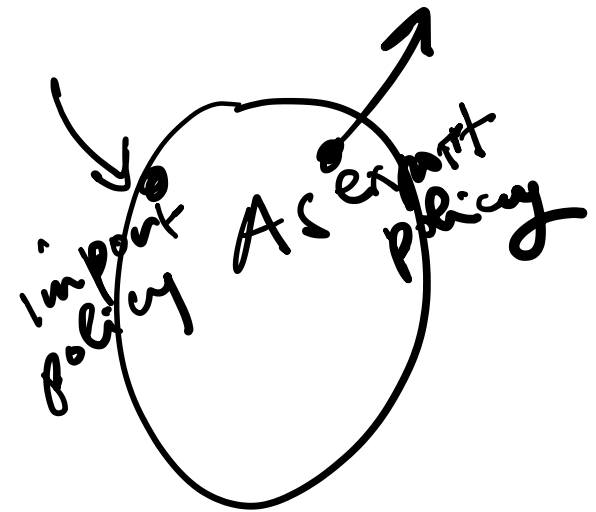
policy-based routing



Path Vector Routing



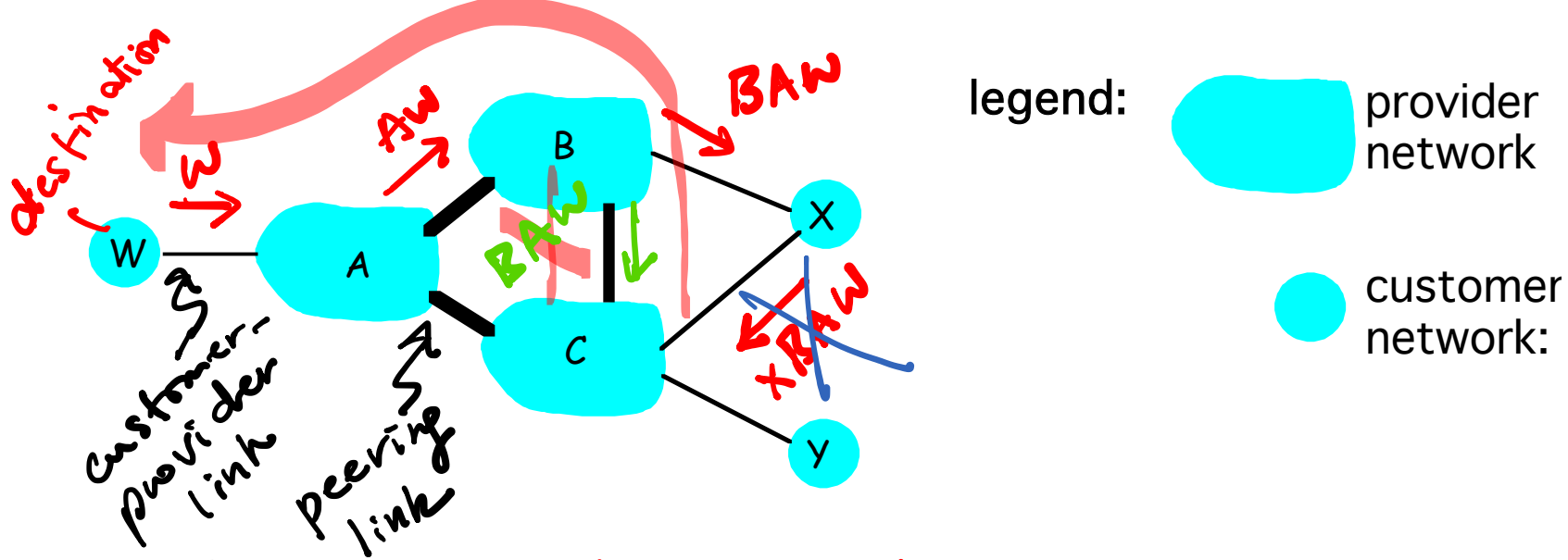
- ❑ Loops can be completely avoided
 - ❑ **Export policy**: Do not export chosen path to neighbor if neighbor AS is on the path
- ❑ Policy constraints can be imposed
 - ❑ Based on ASes on paths
 - ❑ **Export policy**: Do not export a path to a neighbor AS so as not to carry (transit) traffic for that neighbor
 - ❑ **Import policy**: accept (and assign LOC_PREF) or reject



BGP messages

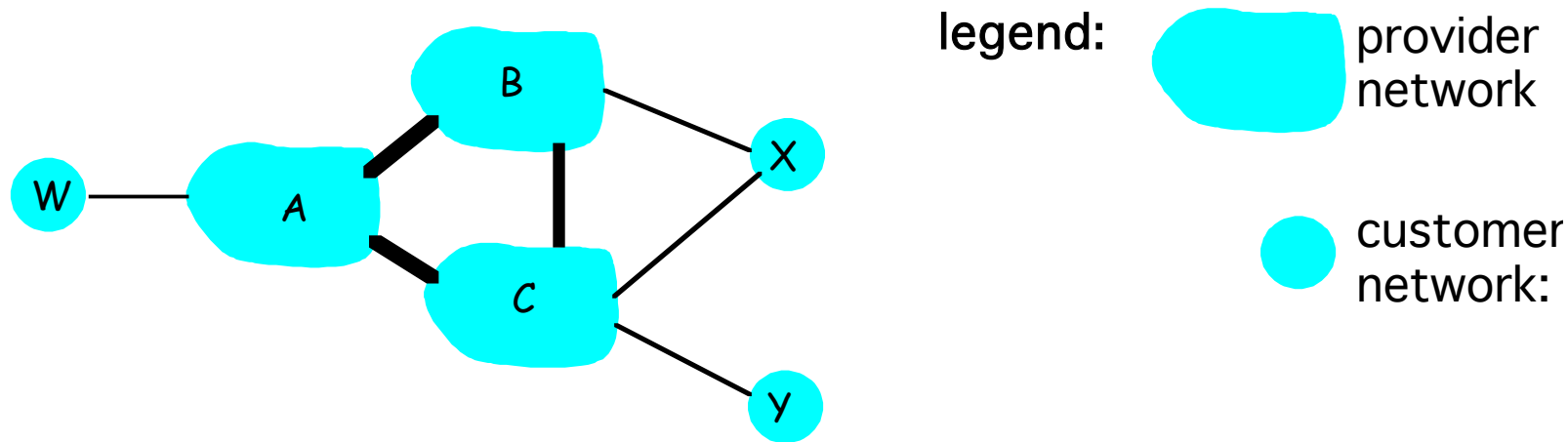
- ❑ BGP messages exchanged over TCP
- ❑ BGP messages:
 - **OPEN**: opens BGP peering session with peer and authenticates sender
 - **UPDATE**: advertises new path (or withdraws old)
 - **KEEPALIVE**: keeps connection alive in absence of UPDATES; also ACKs OPEN request
 - **NOTIFICATION**: reports errors in previous msg (e.g. unsupported option in OPEN msg); also used to close BGP session

BGP routing policy



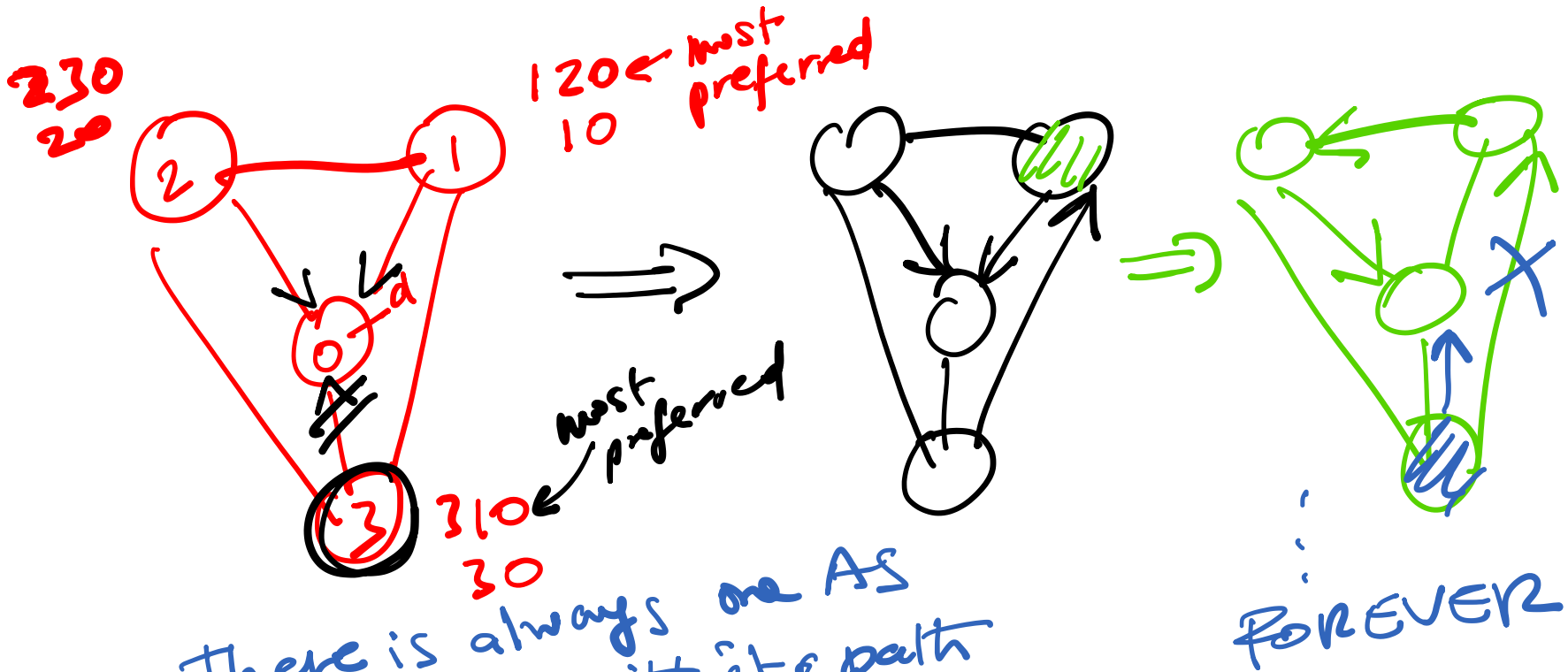
- ❑ A,B,C are **provider networks**
- ❑ X,W,Y are customers (of provider networks)
- ❑ X is **dual-homed**: attached to two networks
 - X does not want to route from C via X to B
 - .. so X will not advertise to C a route to B
- ❑ Gateway router imposes **export policy** on what route to advertise to other AS's

BGP routing policy (2)



- ❑ A advertises to B the path AW
- ❑ B advertises to X the path BAW
- ❑ Should B advertise to C the path BAW?
 - No way! B gets no “revenue” for routing CBAW since neither W nor C are B’s customers
 - B wants to force C to route to W via A
 - B wants to route *only* to/from its customers!

Convergence Not Guaranteed!



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There is always one AS
unhappy with its path
& can switch to another path
 \Rightarrow UNSTABLE PATH
PROBLEM