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网络层: 控制平面

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Outline

- Introduction
- Routing protocols
- Intra-ISP routing: OSPF

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

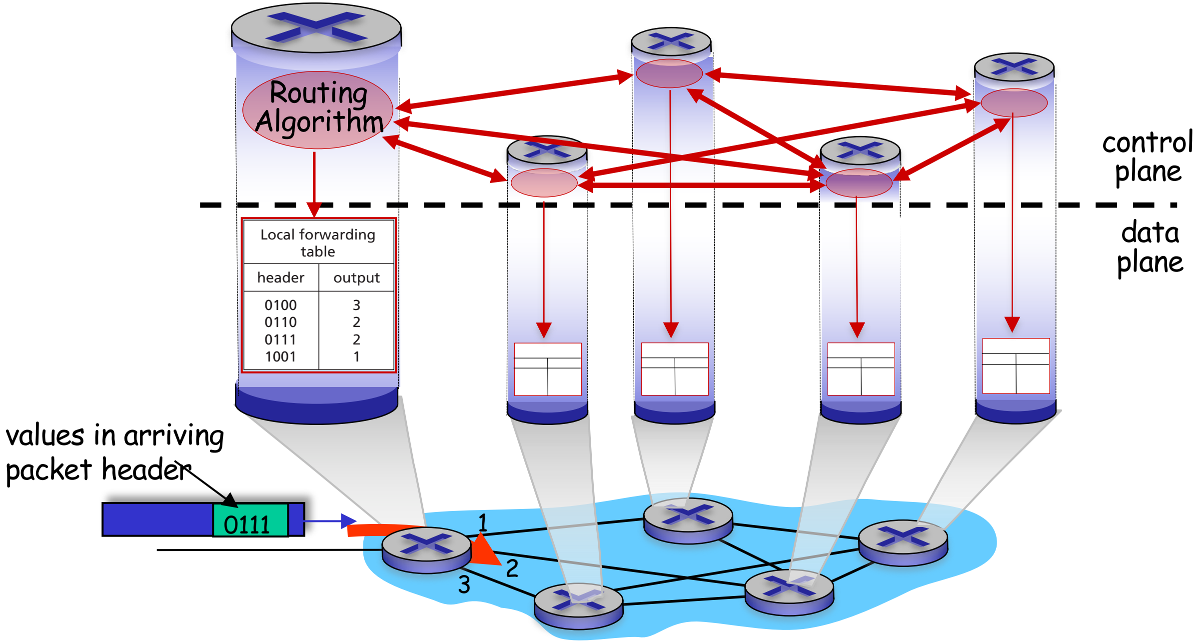
control plane

Two approaches to structuring network control plane:

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

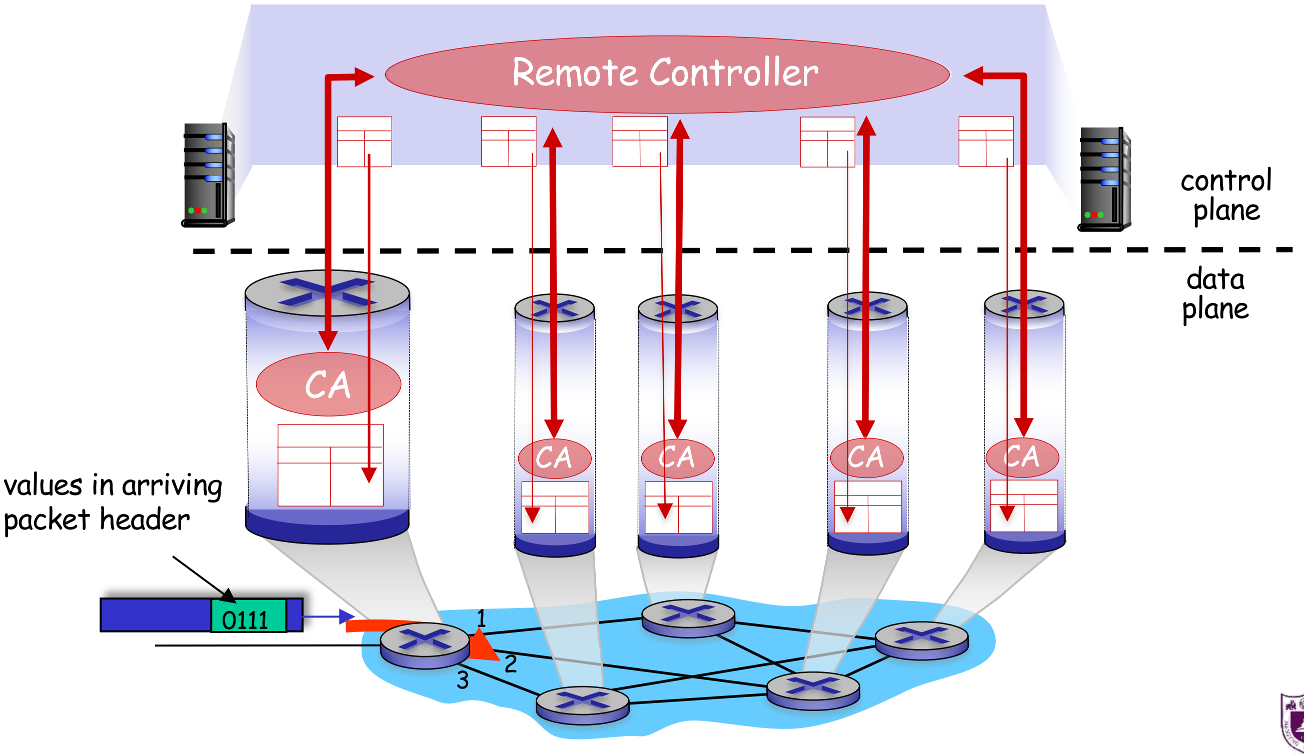
Per-router control plane

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

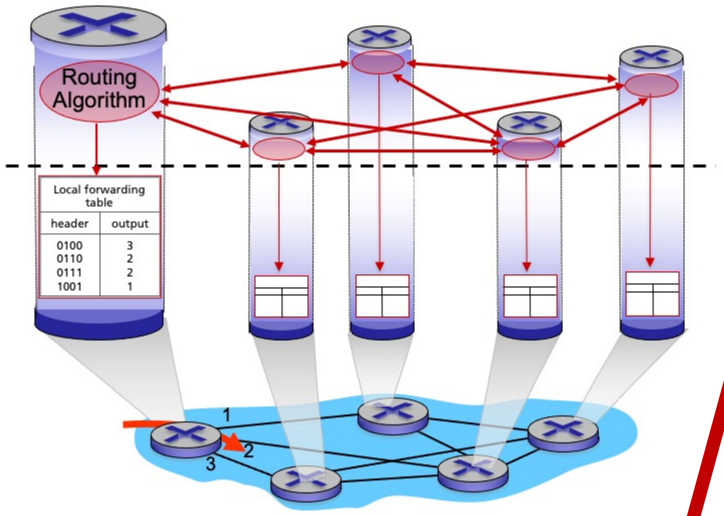


Software-Defined Networking (SDN) control plane

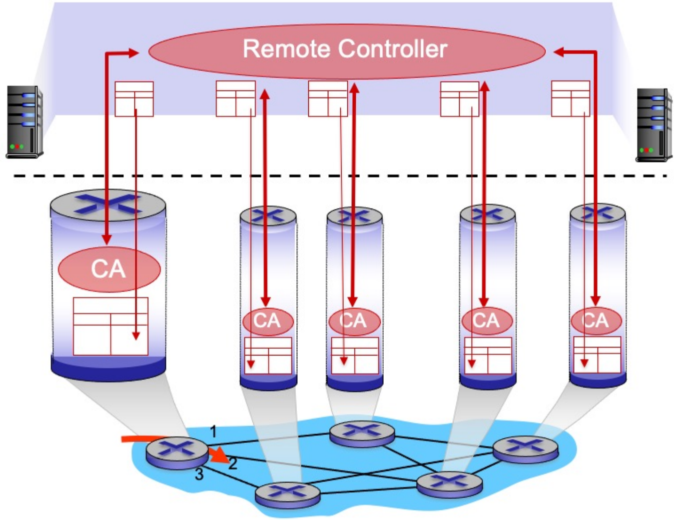
Remote controller computes, installs forwarding tables in routers



Per-router control plane



SDN control plane



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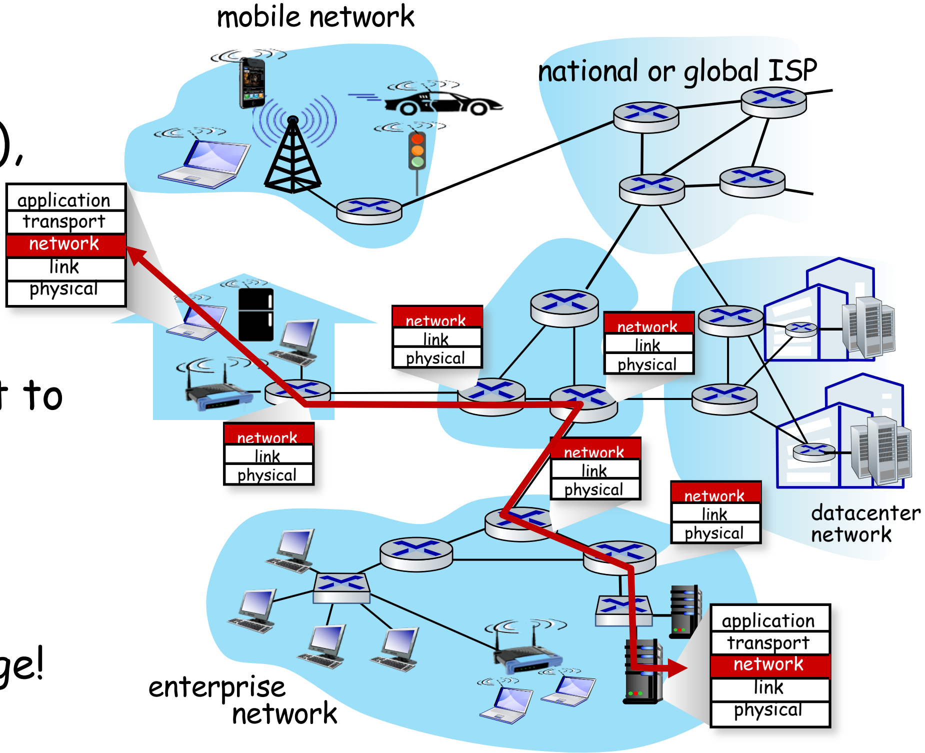
Routing protocols

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

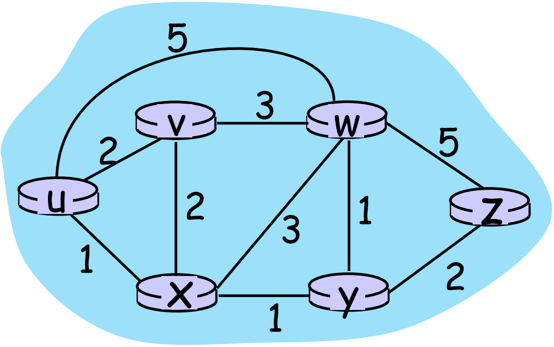
➢ path: sequence of routers packets traverse from given initial source host to final destination host

➢ "good": least "cost", "fastest", "least congested"

➢ routing: a "top-10" networking challenge!



Graph abstraction: link costs



$c_{a,b}$: 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

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) }

Routing algorithm classification

global: all routers have complete topology, link cost info

- "link state" algorithms

How fast do routes change?

static: routes change slowly over time

dynamic: routes change more quickly

- periodic updates or in response to link cost changes

decentralized: iterative process of computation, exchange of info with neighbors

- routers initially only know link costs to attached neighbors
- "distance vector" algorithms

global or decentralized information?

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; = ∞ 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

Initialization:

$N' = \{u\}$ /* compute least cost path from u to all other nodes */

for all nodes v

  if v adjacent to u /* u initially knows direct-path-cost only to direct neighbors */

    then $D(v) = c_{u,v}$ /* but may not be minimum cost! */

  else $D(v) = \infty$

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' :

    $D(v) = \min(\, D(v),\ D(w) + c_{w,v}\,)$

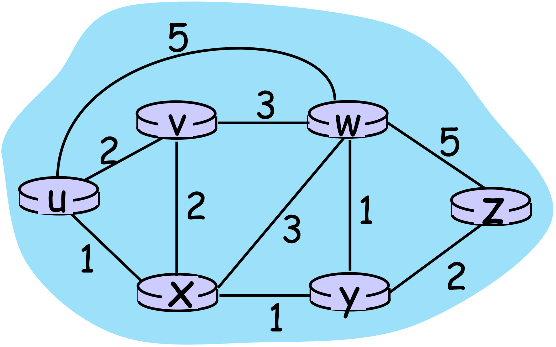
  /* new least-path-cost to v is either old least-cost-path to v or known

  least-cost-path to w plus direct-cost from w to v */

until all nodes in N'

Dijkstra's algorithm: an example

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

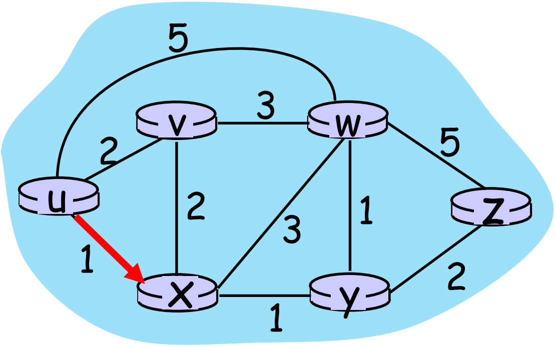


Initialization (step 0):

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

Dijkstra's algorithm: an example

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



8 *Loop*

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10 add *a* to *N'*

Dijkstra's algorithm: an example

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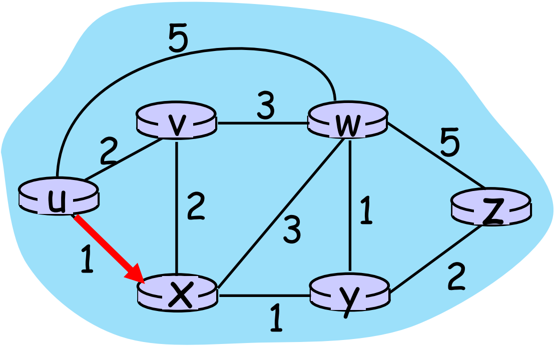
5						



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11 update *D(b)* for all *b* adjacent to *a* and not in *N'*:

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

$D(v) = \min (D(v), D(x) + c_{x,v}) = \min(2, 1+2) = 2$

$D(w) = \min (D(w), D(x) + c_{x,w}) = \min (5, 1+3) = 4$

$D(y) = \min (D(y), D(x) + c_{x,y}) = \min(inf, 1+1) = 2$

NEW!

NEW!

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Dijkstra's algorithm: an example

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

Loop
  find *a* not in *N'* such that *D(a)* is a minimum
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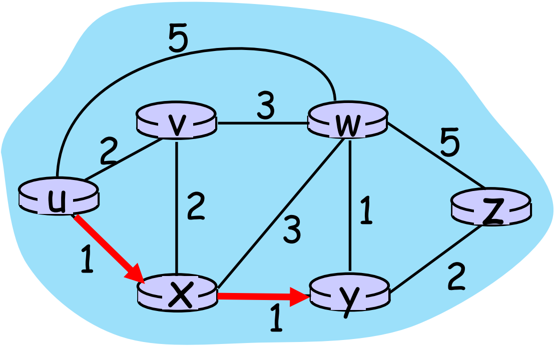

Dijkstra's algorithm: an example

Step	N'	v D(v),p(v)	w D(w),p(w)	x D(x),p(x)	y D(y),p(y)	z D(z),p(z)
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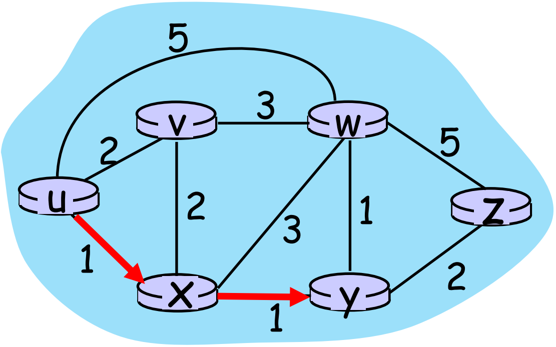
2	uxy	2,u	3,y			4,y
3						
4						
5						



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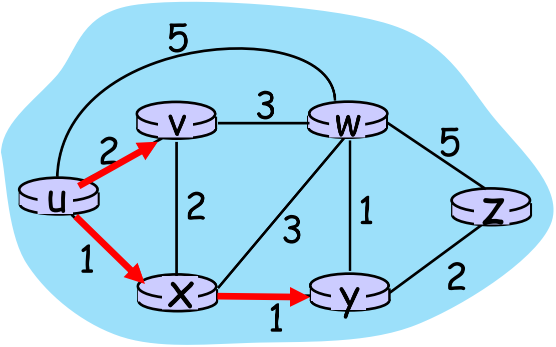
    $D(b) = \min\,(\,D(b),\ D(a) + c_{a,b}\,)$

$D(w) = \min\,(\,D(w),\ D(y) + c_{y,w}\,) = \min\,(4,\ 2+1) = 3$
$D(z) = \min\,(\,D(z),\ D(y) + c_{y,z}\,) = \min(inf, 2+2) = 4$

NEW!
NEW!

Dijkstra's algorithm: an example

Step	N'	v D(v),p(v)	w D(w),p(w)	x D(x),p(x)	y D(y),p(y)	z 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					
4						
5						



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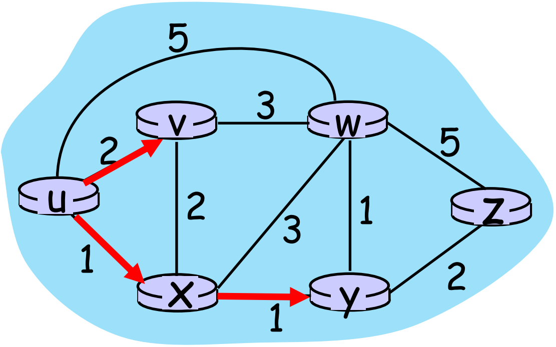
Dijkstra's algorithm: an example

Step	N'	v D(v),p(v)	w D(w),p(w)	x D(x),p(x)	y D(y),p(y)	z 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						
5						



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

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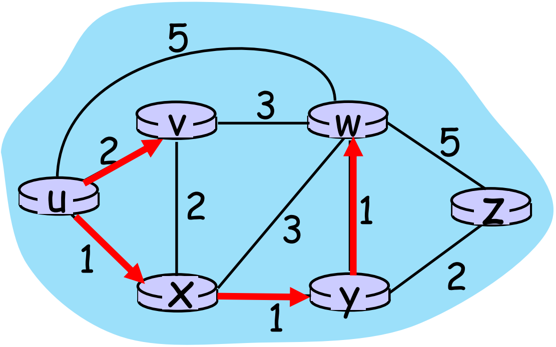
1	ux	2,u	4,x		2,x	∞
2	uxy	2,u	3,y			4,y
3	uxyv		3,y			4,y
4	uxyvw					
5						



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Dijkstra's algorithm: an example

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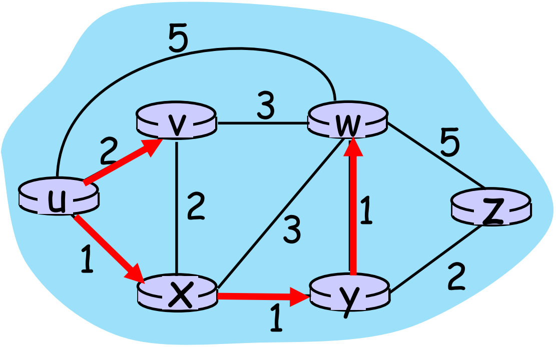
2	uxy	2,u	3,y			4,y
3	uxyv		3,y			4,y
4	uxyvw					4,y
5						



Loop
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add *a* to *N'*
update *D(b)* for all *b* adjacent to *a* and not in *N'*:
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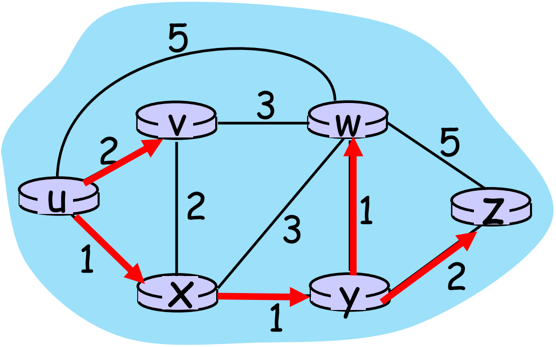
$D(z) = \min(D(z), D(w) + c_{w,z}) = \min(4, 3+5) = 4$

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)
		v	w	x	y	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					



8 *Loop*
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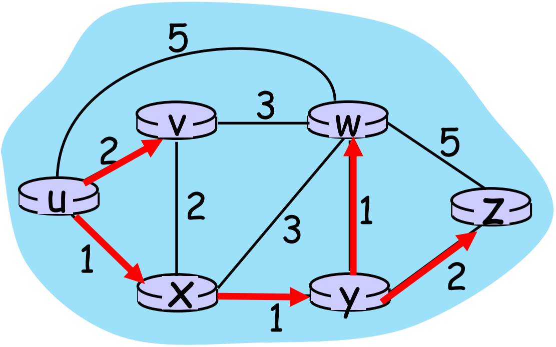
Dijkstra's algorithm: an example

Step	N'	v D(v),p(v)	w D(w),p(w)	x D(x),p(x)	y D(y),p(y)	z 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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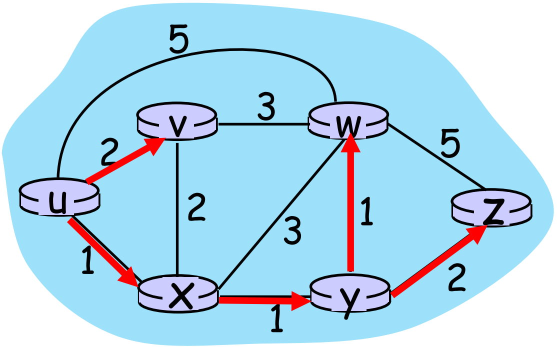
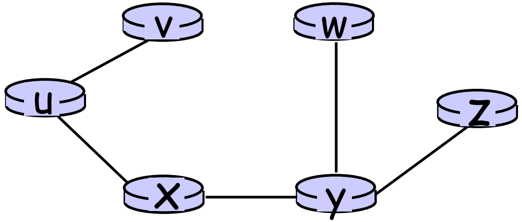
Dijkstra's algorithm: an example



resulting least-cost-path tree from u:



resulting forwarding table in u:

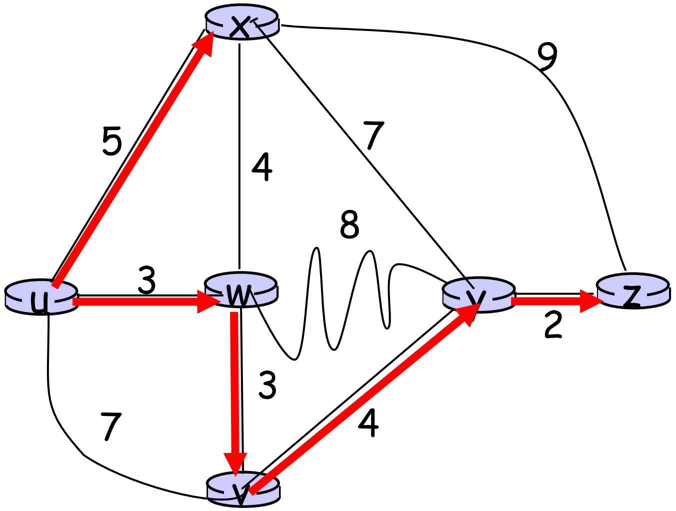
destination	outgoing link
v	(u,v)
x	(u,x)
y	(u,x)
w	(u,x)
x	(u,x)

route from *u* to *v* directly

route from u to all other destinations via *x*

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

Dijkstra's algorithm: discussion

algorithm complexity: n nodes

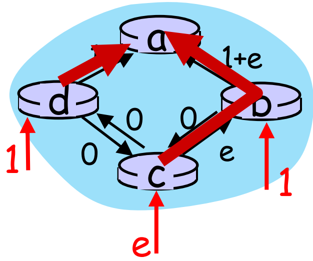
- each of n iteration: need to check all nodes, w, not in N
- n(n+1)/2 comparisons: $O(n^2)$ complexity
- more efficient implementations possible: O(nlogn)

message complexity:

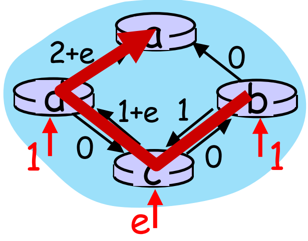
- each router must broadcast its link state information to other n routers
- efficient (and interesting!) broadcast algorithms: O(n) link crossings to disseminate a broadcast message from one source
- each router's message crosses O(n) links: overall message complexity: $O(n^2)$

Dijkstra's algorithm: oscillations possible

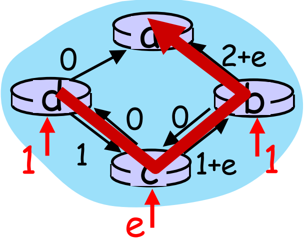
- when link costs depend on traffic volume, route oscillations possible
- sample scenario:
  - routing to destination a, traffic entering at d, c, e with rates 1, e (<1), 1
  - link costs are directional, and volume-dependent



initially



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



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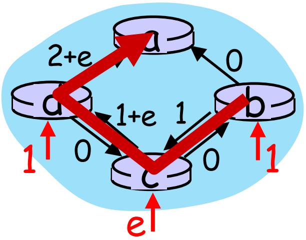


given these costs, find new routing…. resulting in new costs

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:

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

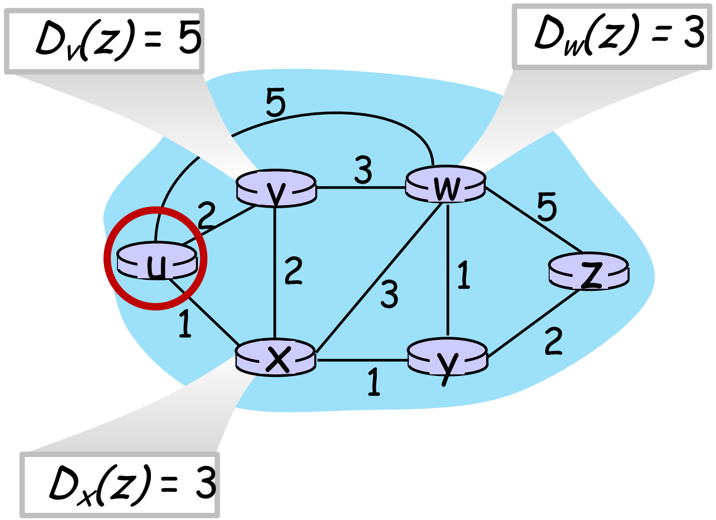
v's estimated least-cost-path cost to y

min taken over all neighbors v of x

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:

$$D_u(z) = \min \{ c_{u,v} + D_v(z), \; c_{u,x} + D_x(z), \; c_{u,w} + D_w(z) \}$$

$$= \min \{2 + 5, \; 1 + 3, \; 5 + 3\} = 4$$

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:

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

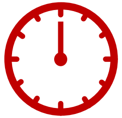
iterative, asynchronous: each local iteration caused by:

- 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

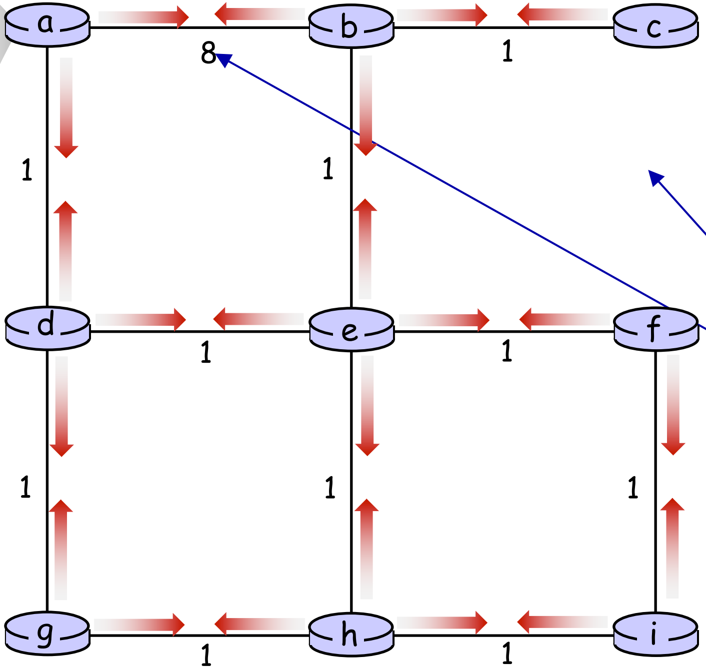


t=0

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

DV in a:

$D_a(a)=0$
$D_a(b) = 8$
$D_a(c) = \infty$
$D_a(d) = 1$
$D_a(e) = \infty$
$D_a(f) = \infty$
$D_a(g) = \infty$
$D_a(h) = \infty$
$D_a(i) = \infty$

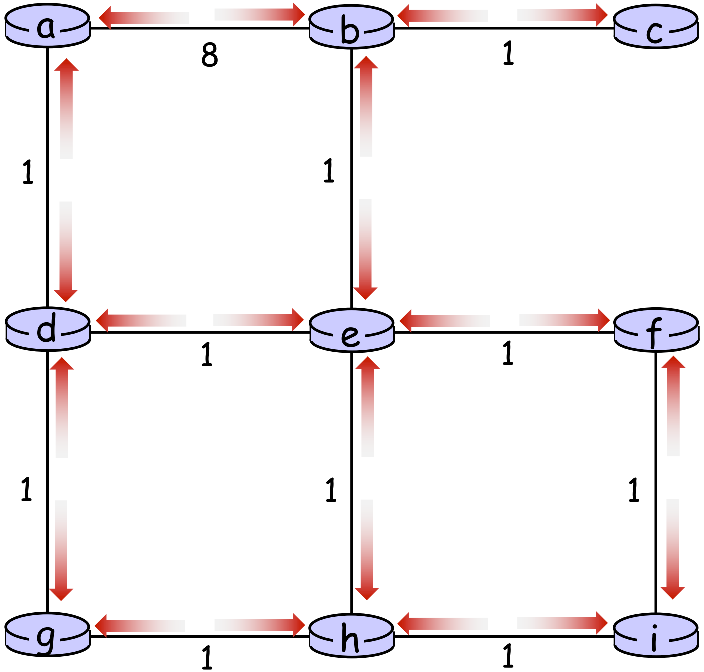


A few asymmetries:
- missing link
- larger cost

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

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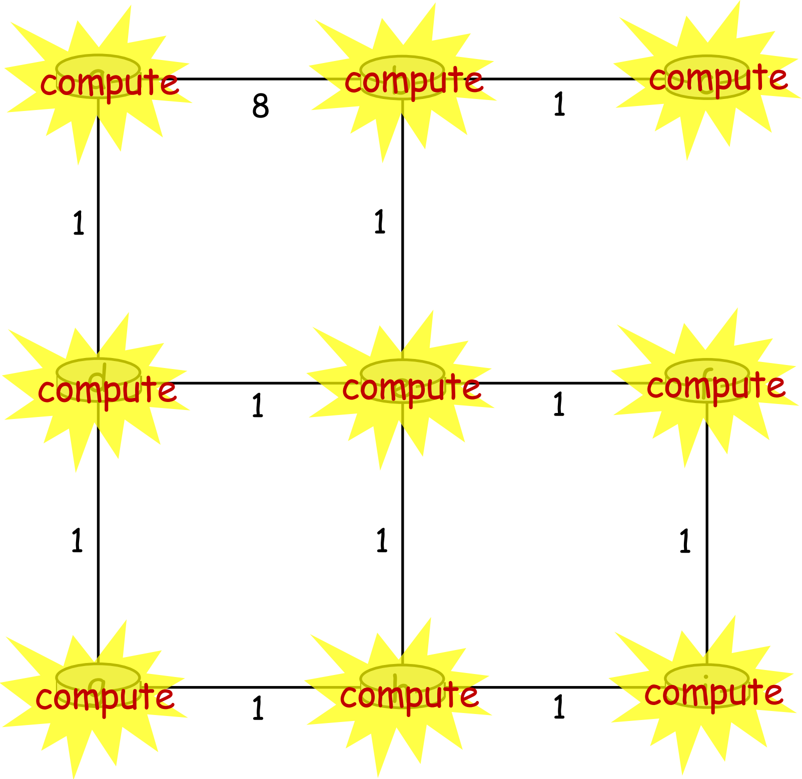
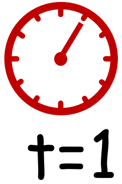
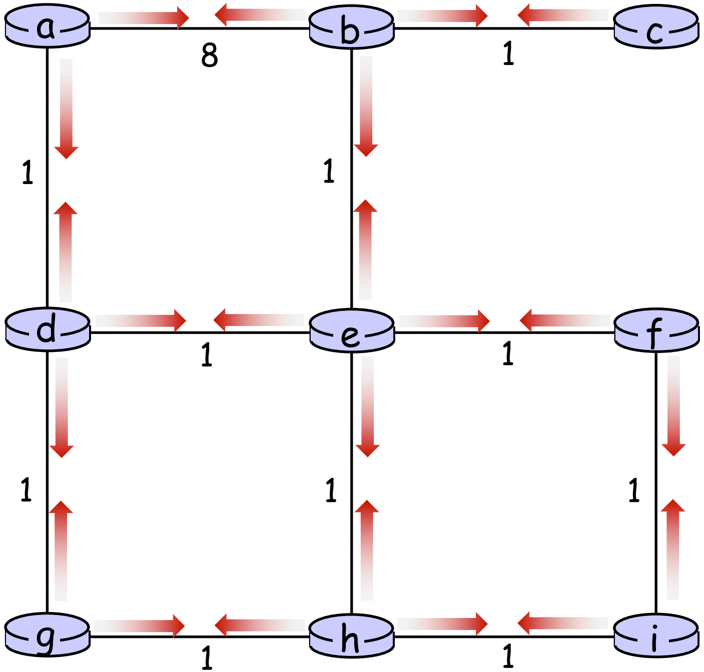


Distance vector example: iteration



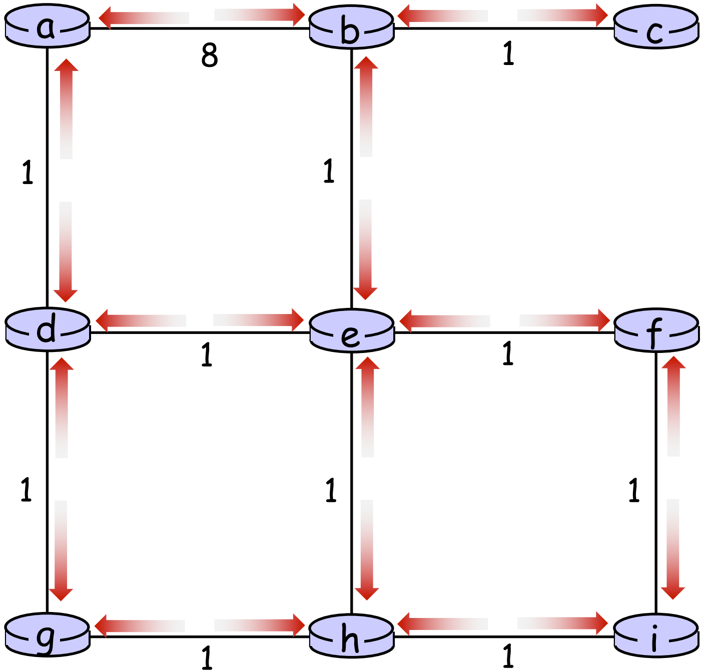
All nodes:
- receive distance vectors from neighbors
- compute their new local distance vector
- send their new local distance vector to neighbors



Distance vector example: iteration

t=2

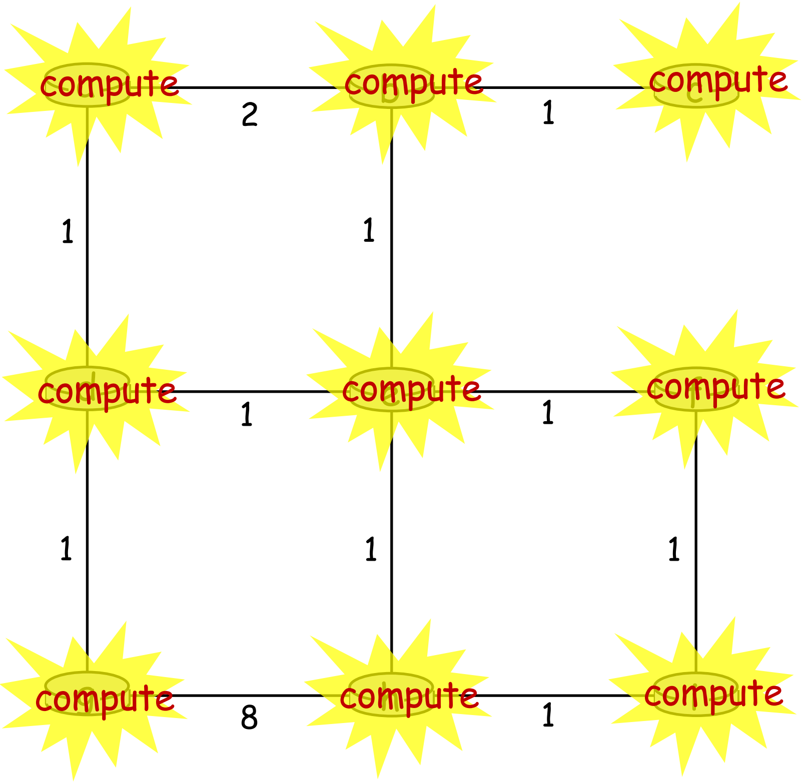
All nodes:
- receive distance vectors from neighbors
- compute their new local distance vector
- send their new local distance vector to neighbors



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

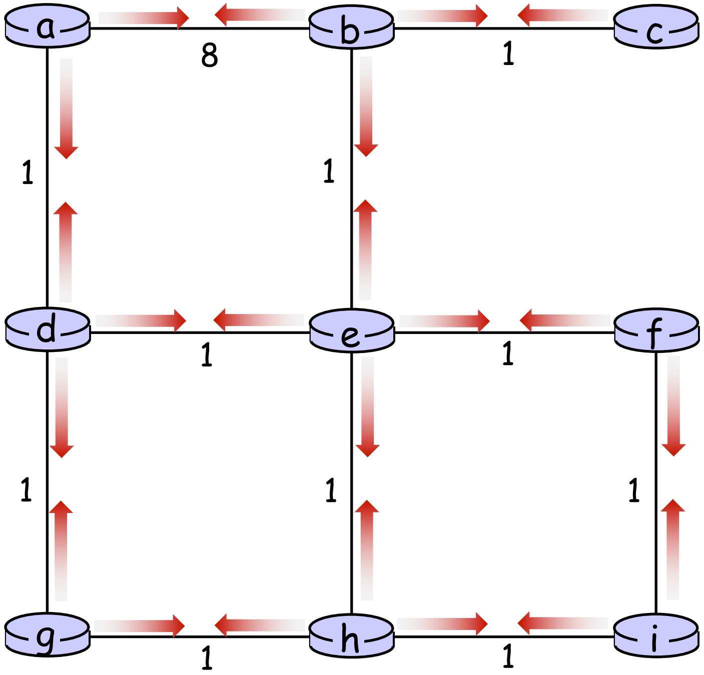


Distance vector example: iteration

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 ex ion

t=1

- b receives DVs from a, c, e

DV in a:

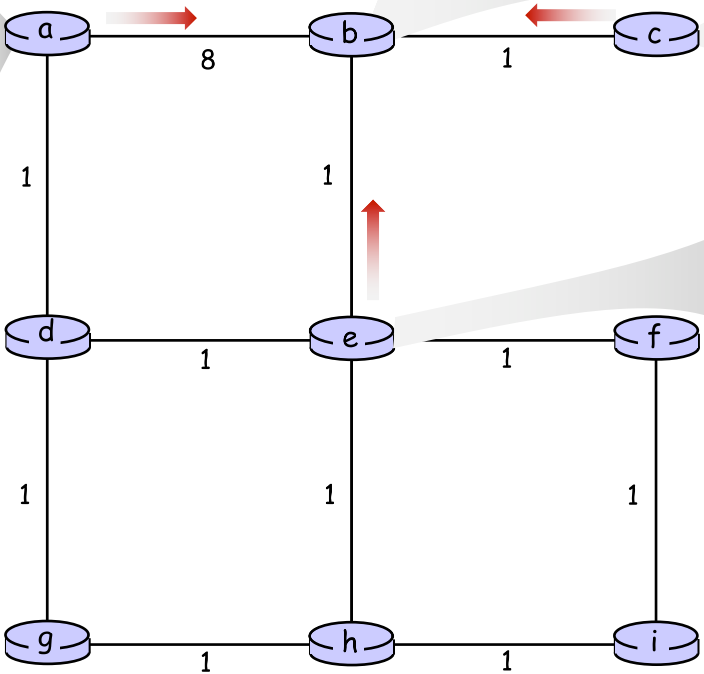
$D_a(a)=0$
$D_a(b) = 8$
$D_a(c) = \infty$
$D_a(d) = 1$
$D_a(e) = \infty$
$D_a(f) = \infty$
$D_a(g) = \infty$
$D_a(h) = \infty$
$D_a(i) = \infty$

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 ex ion

t=1

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

DV in a:

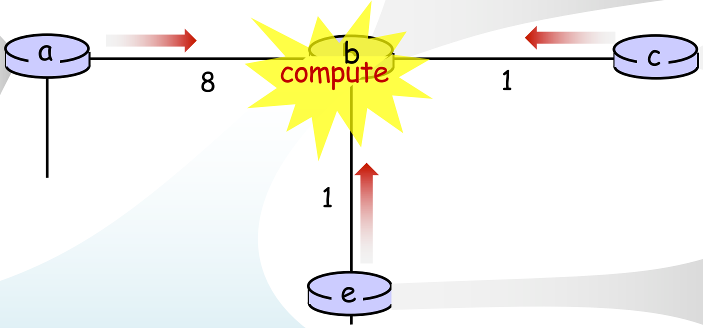
$D_a(a)=0$
$D_a(b) = 8$
$D_a(c) = \infty$
$D_a(d) = 1$
$D_a(e) = \infty$
$D_a(f) = \infty$
$D_a(g) = \infty$
$D_a(h) = \infty$
$D_a(i) = \infty$

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:

$D_e(a) = \infty$
$D_e(b) = 1$
$D_e(c) = \infty$
$D_e(d) = 1$
$D_e(e) = 0$
$D_e(f) = 1$
$D_e(g) = \infty$
$D_e(h) = 1$
$D_e(i) = \infty$

$D_b(a) = \min\{c_{b,a}+D_a(a), c_{b,c}+D_c(a), c_{b,e}+D_e(a)\} = \min\{8,\infty,\infty\} = 8$

$D_b(c) = \min\{c_{b,a}+D_a(c), c_{b,c}+D_c(c), c_{b,e}+D_e(c)\} = \min\{\infty,1,\infty\} = 1$

$D_b(d) = \min\{c_{b,a}+D_a(d), c_{b,c}+D_c(d), c_{b,e}+D_e(d)\} = \min\{9,2,\infty\} = 2$

$D_b(e) = \min\{c_{b,a}+D_a(e), c_{b,c}+D_c(e), c_{b,e}+D_e(e)\} = \min\{\infty,\infty,1\} = 1$

$D_b(f) = \min\{c_{b,a}+D_a(f), c_{b,c}+D_c(f), c_{b,e}+D_e(f)\} = \min\{\infty,\infty,2\} = 2$

$D_b(g) = \min\{c_{b,a}+D_a(g), c_{b,c}+D_c(g), c_{b,e}+D_e(g)\} = \min\{\infty, \infty, \infty\} = \infty$

$D_b(h) = \min\{c_{b,a}+D_a(h), c_{b,c}+D_c(h), c_{b,e}+D_e(h)\} = \min\{\infty, \infty, 2\} = 2$

$D_b(i) = \min\{c_{b,a}+D_a(i), c_{b,c}+D_c(i), c_{b,e}+D_e(i)\} = \min\{\infty, \infty, \infty\} = \infty$

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 ex ion

t=1

- c receives DVs from b

DV in a:

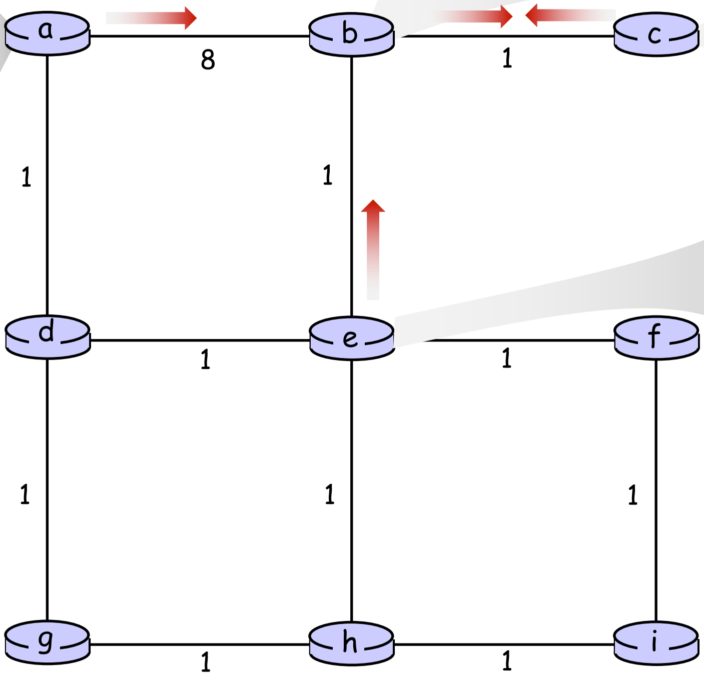
$D_a(a)=0$
$D_a(b) = 8$
$D_a(c) = \infty$
$D_a(d) = 1$
$D_a(e) = \infty$
$D_a(f) = \infty$
$D_a(g) = \infty$
$D_a(h) = \infty$
$D_a(i) = \infty$

DV in b:

$D_b(a) = 8$
$D_b(c) = 1$
$D_b(d) = \infty$
$D_b(e) = 1$
$D_b(f) = \infty$
$D_b(g) = \infty$
$D_b(h) = \infty$
$D_b(i) = \infty$

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:

$D_e(a) = \infty$
$D_e(b) = 1$
$D_e(c) = \infty$
$D_e(d) = 1$
$D_e(e) = 0$
$D_e(f) = 1$
$D_e(g) = \infty$
$D_e(h) = 1$
$D_e(i) = \infty$

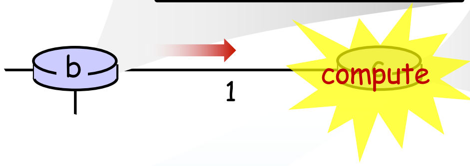
Distance vector ex ion

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:

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



t=1

- c receives DVs from b computes:

$D_c(a) = \min\{c_{c,b}+D_b(a)\} = 1 + 8 = 9$

$D_c(b) = \min\{c_{c,b}+D_b(b)\} = 1 + 0 = 1$

$D_c(d) = \min\{c_{c,b}+D_b(d)\} = 1+ \infty = \infty$

$D_c(e) = \min\{c_{c,b}+D_b(e)\} = 1 + 1 = 2$

$D_c(f) = \min\{c_{c,b}+D_b(f)\} = 1+ \infty = \infty$

$D_c(g) = \min\{c_{c,b}+D_b(g)\} = 1+ \infty = \infty$

$D_c(h) = \min\{c_{bc,b}+D_b(h)\} = 1+ \infty = \infty$

$D_c(i) = \min\{c_{c,b}+D_b(i)\} = 1+ \infty = \infty$

DV in c:

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

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Distance vector ex utation

DV in b:

$D_b(a) = 8$
$D_b(c) = 1$
$D_b(d) = \infty$
$D_b(e) = 1$
$D_b(f) = \infty$
$D_b(g) = \infty$
$D_b(h) = \infty$
$D_b(i) = \infty$

DV in d:

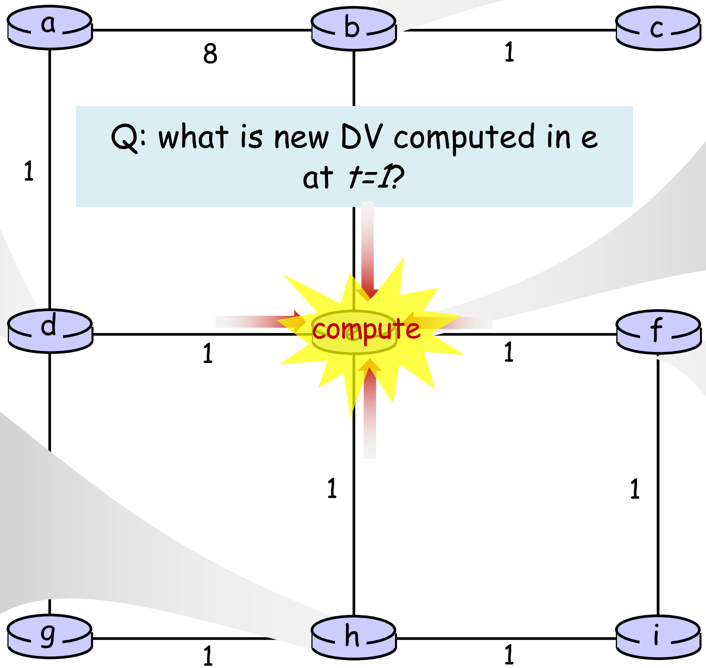
$D_c(a) = 1$
$D_c(b) = \infty$
$D_c(c) = \infty$
$D_c(d) = 0$
$D_c(e) = 1$
$D_c(f) = \infty$
$D_c(g) = 1$
$D_c(h) = \infty$
$D_c(i) = \infty$

DV in e:

$D_e(a) = \infty$
$D_e(b) = 1$
$D_e(c) = \infty$
$D_e(d) = 1$
$D_e(e) = 0$
$D_e(f) = 1$
$D_e(g) = \infty$
$D_e(h) = 1$
$D_e(i) = \infty$

t=1

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



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 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:

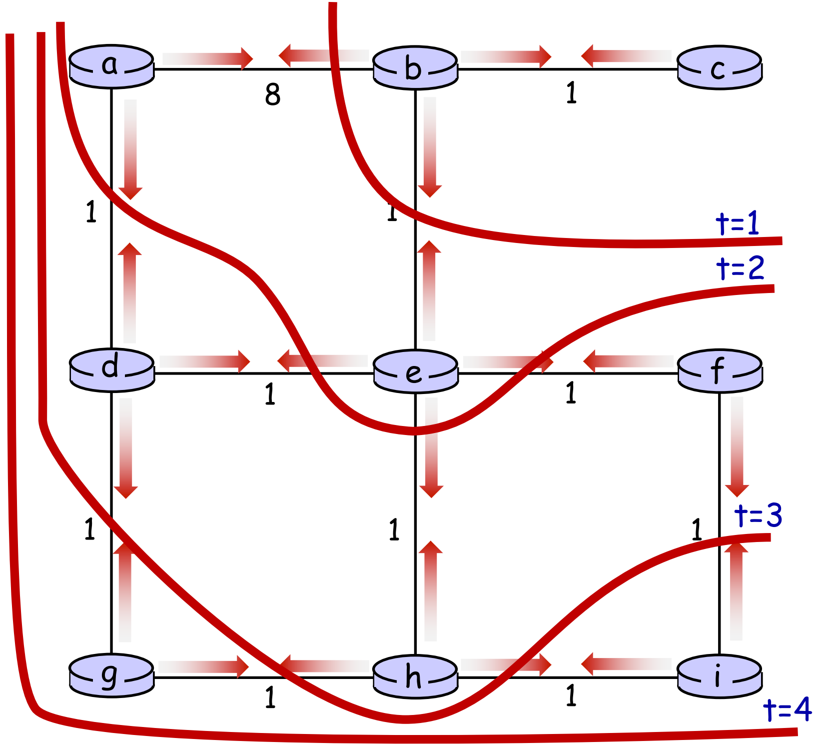
t=0 c's state at t=0 is at c only

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

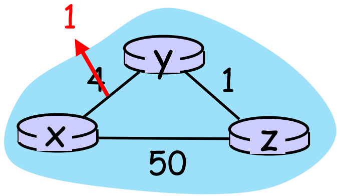
t=2 c's state at t=0 may now influence distance vector computations up to 2 hops away, i.e., at b and now at a, e as well

t=3 c's state at t=0 may influence distance vector computations up to 3 hops away, i.e., at d, f, h

t=4 c's state at t=0 may influence distance vector computations up to 4 hops away, i.e., at g, i



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

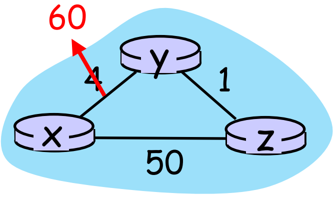
"good news travels fast"

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

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

t_2 : y receives z's update, updates its DV. 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 DV is used by others: error propagate thru network

Outline

- Introduction
- Routing protocols
- Intra-ISP routing: OSPF

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")

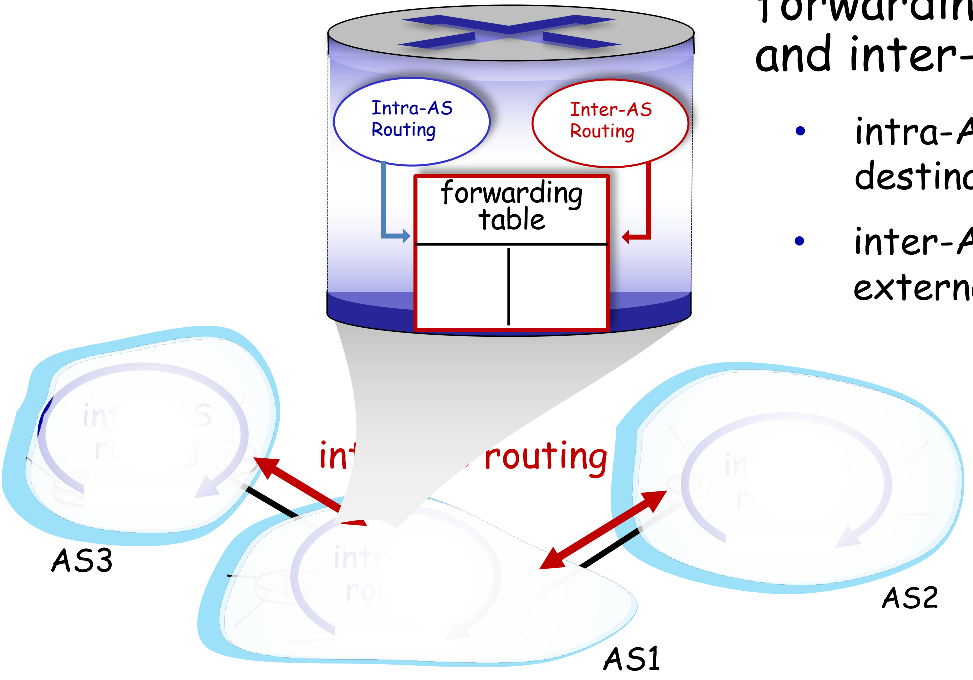
intra-AS (aka "intra-domain"): routing among routers within same AS ("network")

- 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

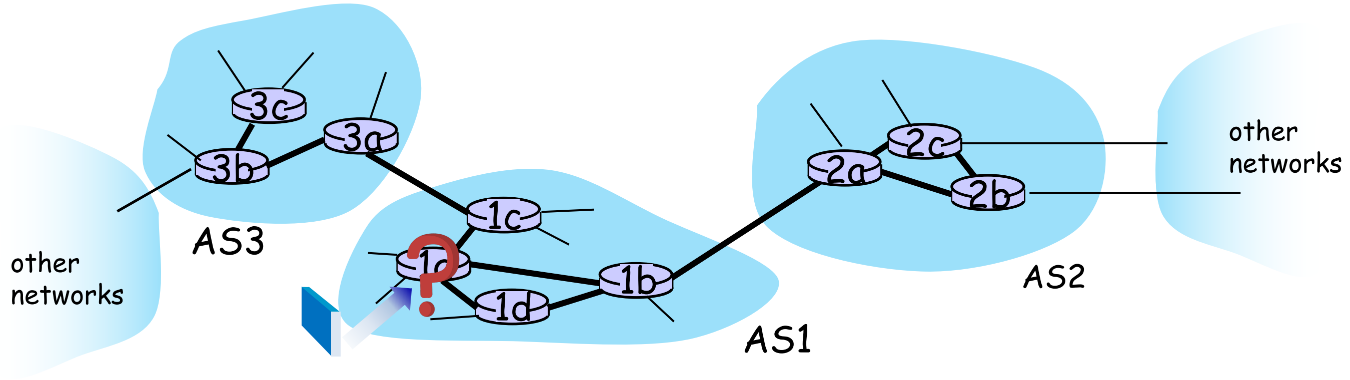
- intra-AS routing determine entries for destinations within AS
- inter-AS & intra-AS determine entries for external destinations

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



Intra-AS routing: routing within an AS

most common intra-AS routing protocols:

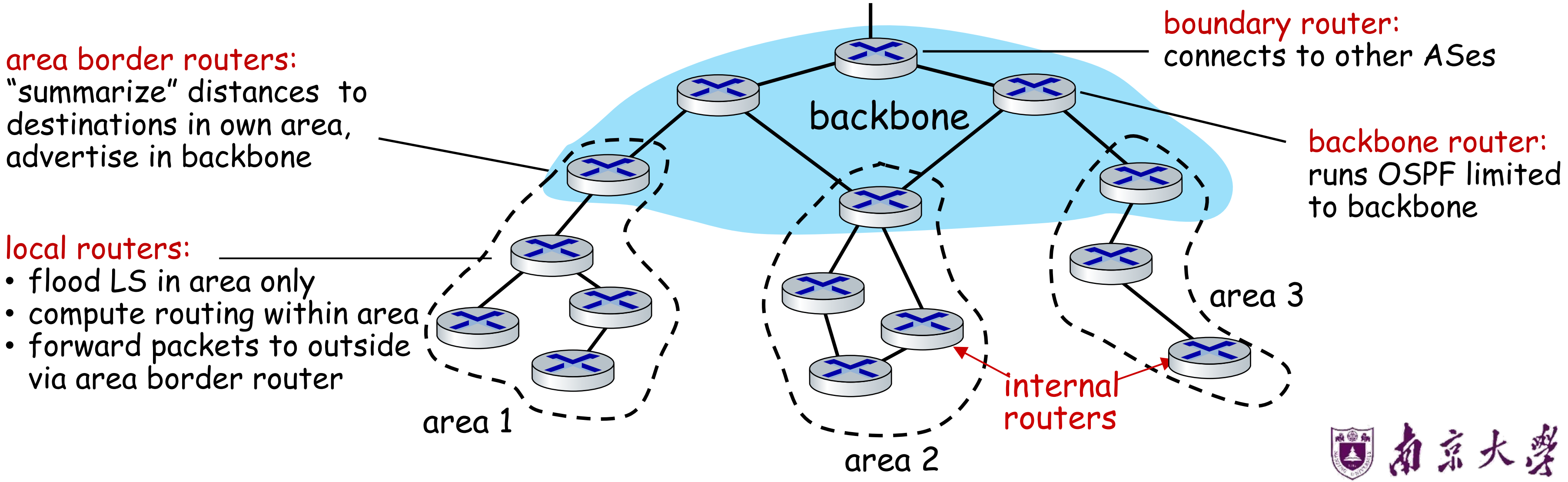
- RIP: Routing Information Protocol [RFC 1723]
  - classic DV: DVs exchanged every 30 secs
  - no longer widely used
- EIGRP: Enhanced Interior Gateway Routing Protocol
  - DV based
  - formerly Cisco-proprietary for decades (became open in 2013 [RFC 7868])
- OSPF: Open Shortest Path First [RFC 2328]
  - 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



实验1——截止日期：5月6日晚23:59

- 实验1：可靠通信
- 提交方式：https://selearning.nju.edu.cn/（教学支持系统）

- 命名：学号+姓名+实验*。
- 若提交遇到问题请及时发邮件或在下一次上课时反馈。

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提问

Q & A

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