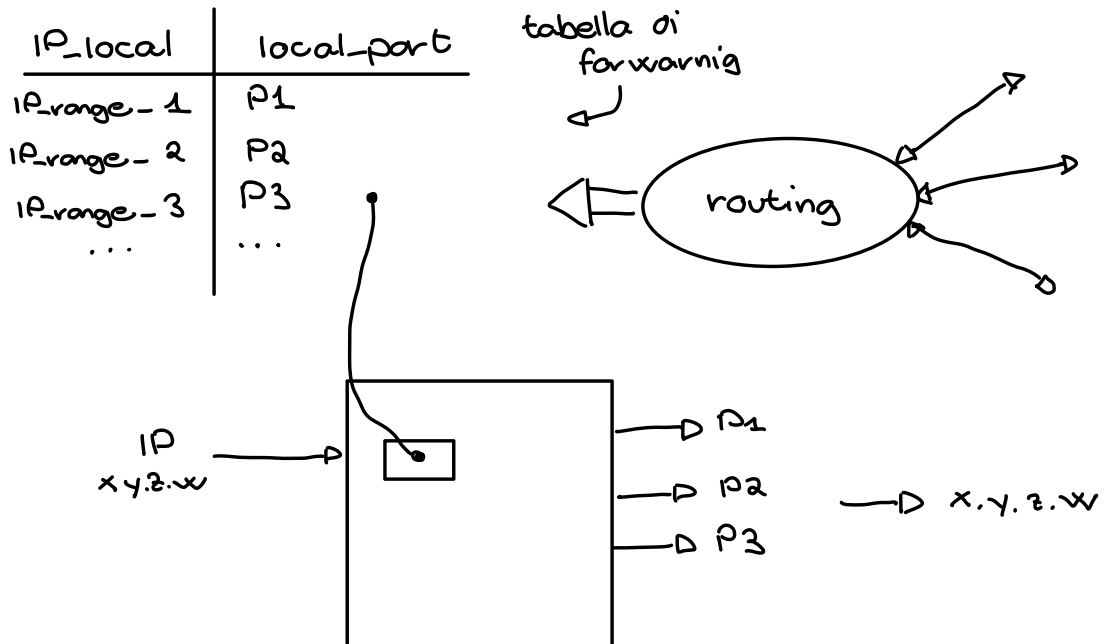
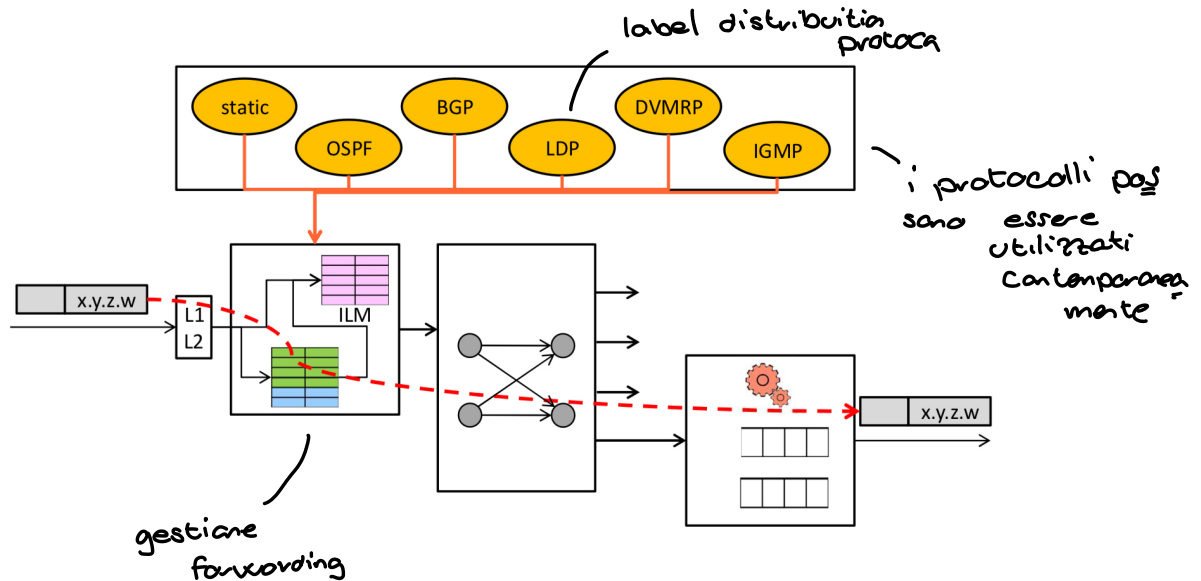


## → Router Ideale



## → Un router meno ideale



## → Il processo di forwarding

x.w._._	BGP	1
x.y._._	BGP	2
x.y.z._	static	_
x.y.z._	BGP	5
x.y.z._	OSPF	3
x.y.z._	OSPF	3

### 1. Matching

2. Longest prefix

3. Preference (e.g. static)

4. Metric

5. Equal Cost Multipath

1

x.y._._	BGP	2
x.y.z._	static	_
x.y.z._	BGP	5
x.y.z._	OSPF	3
x.y.z._	OSPF	3

2

x.y.z._	static	_
x.y.z._	BGP	5
x.y.z._	OSPF	3
x.y.z._	OSPF	3

3'

x.y.z._	static	_
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3

x.y.z._	BGP	5
x.y.z._	OSPF	3
x.y.z._	OSPF	3

4

5

x.y.z._	OSPF	3
x.y.z._	OSPF	3

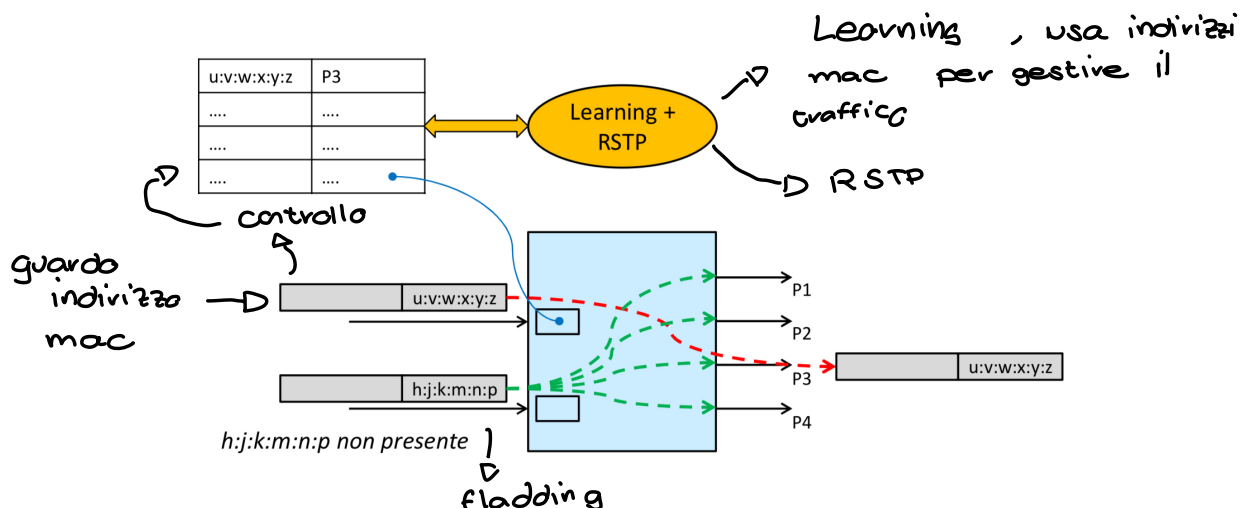
## Gestione delle code di uscita

$$C_i = \frac{r_i}{\sum_j r_j [j \text{ attivo}]} C$$

Date n classi di traffico con quota  $r_i$   $i=1, \dots, n$  la capacità  $C$  del link si divide in quote

partizione del link con algoritmi di fair queuing.

## → Uno switch ideale



## → Switching moderno: TRILL

- Transparent Interconnection of Lots of Links
- RFC 6325, 6326 et al.
- Topologia distribuita mediante IS-IS
- Equal Cost Multipath mediante hashing dell'header incapsulato.
- Soluzioni alternativa: IEEE 802.1aq Shortest Path Bridging.

## → Middleboxes e Server

- Ulteriori funzioni necessarie per l'infrastruttura di rete
  - Load Balancer
  - Firewall, anti-DDoS
  - NAT / VPN
- Server
  - Autenticazione (Radius)
  - DHCP
  - DNS
  - CDN

} middleboxes