Computer Networks

Routing

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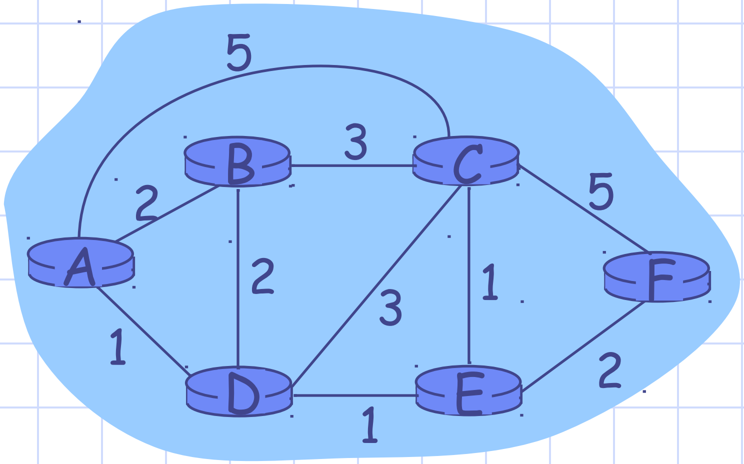
Lecture 9

Routing

Routing protocol

Goal: determine "good" path (sequence of routers) thru network from source to dest.



Graph abstraction for routing algorithms:

- graph nodes are routers
- graph edges are physical links
  - link cost: delay, $ cost, or congestion level

- "good" path:
  - typically means minimum cost path
  - other def's possible

Routing Algorithm classification

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

Static or dynamic?

Static:

- routes change slowly over time

Dynamic:

- routes change more quickly
  - periodic update
  - in response to link cost changes

Routing tables - Campus

Destination	Gateway	Genmask	Flags	Metric	Iface
193.226.40.128	*	255.255.255.224	U	0	eth1
192.168.1.0	172.30.5.19	255.255.255.0	UG	0	eth1
192.168.0.0	172.30.1.4	255.255.255.0	UG	0	eth1
193.231.20.0	*	255.255.255.0	U	0	eth0
172.30.0.0	*	255.255.0.0	U	0	eth1
169.254.0.0	*	255.255.0.0	U	0	eth1
127.0.0.0	*	255.0.0.0	U	0	lo
default	193.231.20.9	0.0.0.0	UG	0	eth0

Routing tables (static)

Destination	Gateway	Genmask	Flags	Metric	Ref	Us e	Iface
172.16.25.1	172.30.0.4	255.255.255.255	UGH	0	0	0	Eth1
193.226.40.128	0.0.0.0	255.255.255.224	U	0	0		Eth0
193.0.225.0	0.0.0.0	255.255.255.0	U	0	0		Eth0
193.231.20.0	0.0.0.0	255.255.255.0	U	0	0		Eth0
172.30.0.0	0.0.0.0	255.255.0.0	U	0	0		Eth1
169.254.0.0	0.0.0.0	255.255.0.0	U	0	0		Eth1
0.0.0.0	193.0.225.9	0.0.0.0	UG	0	0		Eth0

The **route** command – (Windows/Linux/other OS)

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 routing table for that node
- iterative: after k iterations, know least cost path to k dest.'s

Notation:

- c(i,j): link cost from node i to j. cost infinite 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, that is next v
- N: set of nodes whose least cost path definitively known

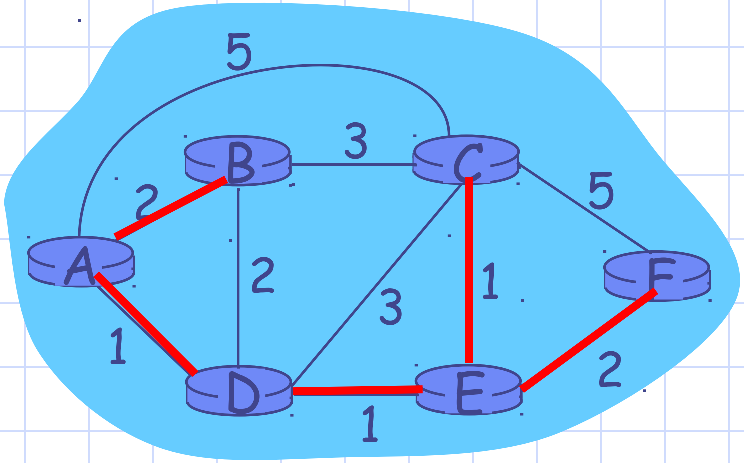
Dijsktra's Algorithm

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

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	start N	D(B),p(B)	D(C),p(C)	D(D),p(D)	D(E),p(E)	D(F),p(F)
0	A	2,A	5,A	1,A	infinity	infinity
1	AD	2,A	4,D		2,D	infinity
2	ADE	2,A	3,E			4,E
3	ADEB		3,E			4,E
4	ADEBC					4,E
5	ADEBCF					



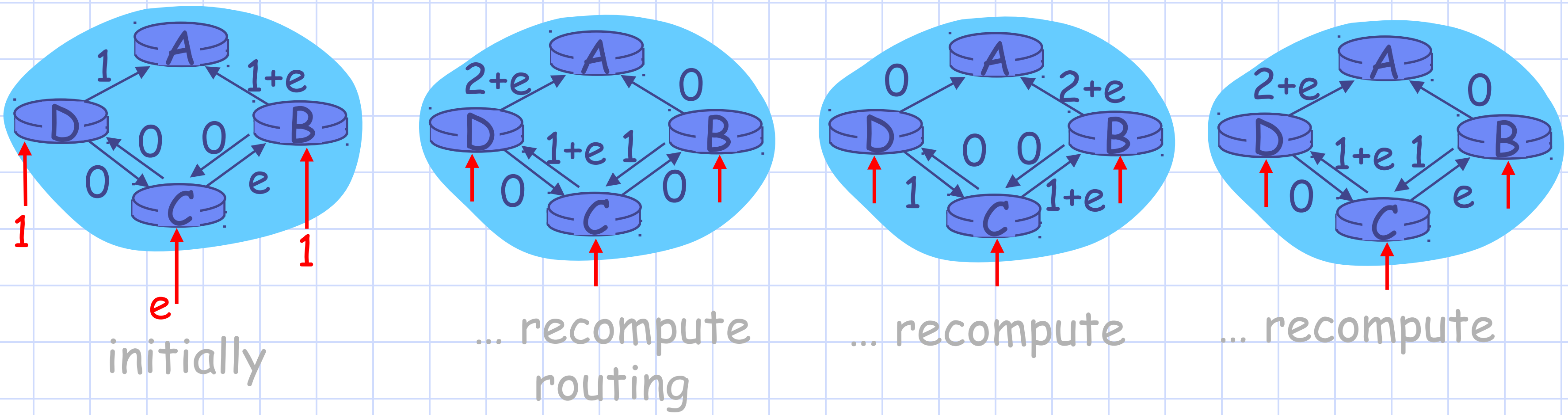
Dijkstra's algorithm, discussion

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(nlogn)

Oscillations possible:

- e.g., link cost = amount of carried traffic



Distance Vector Routing Algorithm

iterative:
- continues until no nodes exchange info.
- *self-terminating*: no "signal" to stop

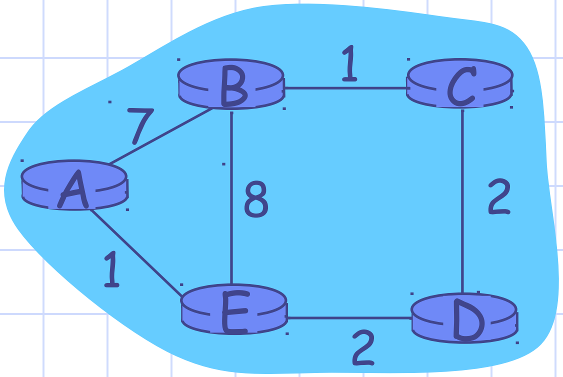
asynchronous:
- nodes need *not* exchange info/iterate in lock step!

distributed:
- each node communicates *only* with directly-attached neighbors

Distance Table data structure
- each node has its own
- row for each possible destination
- column for each directly-attached neighbor to node
- example: in node X, for dest. Y via neighbor Z:

$$D^X(Y,Z) = \text{distance } \textit{from} \text{ X } \textit{to} \text{ Y, } \textit{via} \text{ Z as next hop} = c(X,Z) + \min_w \{D^Z(Y,w)\}$$

Distance Table: example



$D^E()$	A	B	D
A	1	14	5
B	7	8	5
C	6	9	4
D	4	11	2

cost to destination via (columns); destination (rows)

$$D^E(C,D) = c(E,D) + \min_w \{D^D(C,w)\} = 2+2 = 4$$

$$D^E(A,D) = c(E,D) + \min_w \{D^D(A,w)\} = 2+3 = 5$$ loop!

$$D^E(A,B) = c(E,B) + \min_w \{D^B(A,w)\} = 8+6 = 14$$ loop!

Distance table gives routing table

A	Next Hop	Dist
B	-	7
C	-	∞
D	-	∞
E	-	1

B	Next Hop	Dist
A	-	7
C	-	1
D	-	∞
E	-	8

C	Next Hop	Dist
A	-	∞
B	-	1
D	-	2
E	-	∞

D	Next Hop	Dist
A	-	∞
B	-	∞
C	-	2
E	-	2

E	Next Hop	Dist
A	-	1
B	-	8
C	-	∞
D	-	2

A	Next Hop	Dist
B	-	7
C	B	8
D	E	3
E	-	1

B	Next Hop	Dist
A	-	7
C	-	1
D	C	3
E	-	8

C	Next Hop	Dist
A	B	8
B	-	1
D	-	2
E	D	4

D	Next Hop	Dist
A	E	3
B	C	3
C	-	2
E	-	2

E	Next Hop	Dist
A	-	1
B	-	8
C	D	4
D	-	2

Distance table → Routing table

Distance Vector routing

A	Next Hop	Dist
B	-	7
C	E	5
D	E	3
E	-	1

B	Next Hop	Dist
A	-	7
C	-	1
D	C	3
E	C	5

C	Next Hop	Dist
A	D	5
B	-	1
D	-	2
E	D	4

D	Next Hop	Dist
A	E	3
B	C	3
C	-	2
E	-	2

E	Next Hop	Dist
A	-	1
B	D	5
C	D	4
D	-	2

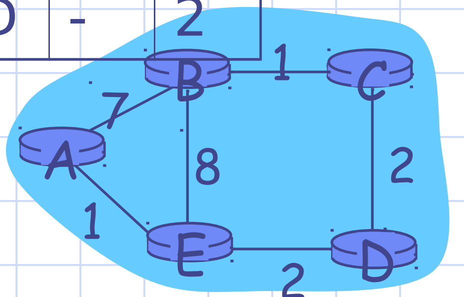
A	Next Hop	Dist
B	E	6
C	E	5
D	E	3
E	-	1

B	Next Hop	Dist
A	C	6
C	-	1
D	C	3
E	C	5

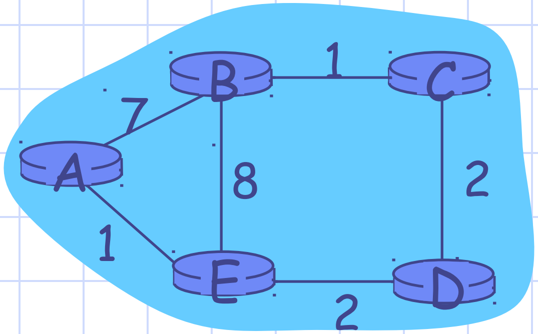
C	Next Hop	Dist
A	D	5
B	-	1
D	-	2
E	D	4

D	Next Hop	Dist
A	E	3
B	C	3
C	-	2
E	-	2

E	Next Hop	Dist
A	-	1
B	D	5
C	D	4
D	-	2



Distance Vector



A	Next Hop	Dist
B	E	**6**
C	E	**5**
D	E	**3**
E	-	**1**

B	Next Hop	Dist
A	C	**6**
C	-	**1**
D	C	**3**
E	C	**5**

C	Next Hop	Dist
A	D	**5**
B	-	**1**
D	-	**2**
E	D	**4**

D	Next Hop	Dist
A	E	**3**
B	C	**3**
C	-	**2**
E	-	**2**

E	Next Hop	Dist
A	-	**1**
B	D	**5**
C	D	**4**
D	-	**2**

Distance Vector Routing: overview

Iterative, asynchronous:
each local iteration caused by:

- local link cost change
- message from neighbor: its least cost path change from neighbor

Distributed:

- each node notifies neighbors *only* when its least cost path to any destination changes
  - neighbors then notify their neighbors if necessary

Each node:

wait for (change in local link cost of msg from neighbor)

recompute distance table

if least cost path to any dest has changed, *notify* neighbors

Distance Vector Algorithm:

At all nodes, X:

Initialization:
 for all adjacent nodes v:
    $D^X(*,v)$ = infinity   /* the * operator means "for all rows" */
    $D^X(v,v) = c(X,v)$
 for all destinations, y
    send $\min_w D^X(y,w)$ to each neighbor /* w over all X's neighbors */

Distance Vector Algorithm (cont.):

loop
wait (until I see a link cost change to neighbor V
or until I receive update from neighbor V)

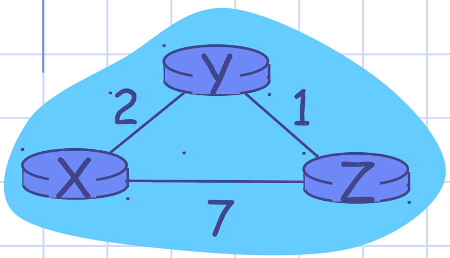
if (c(X,V) changes by d)
/* change cost to all dest's via neighbor v by d */
/* note: d could be positive or negative */
for all destinations y: $D^X(y,V) = D^X(y,V) + d$

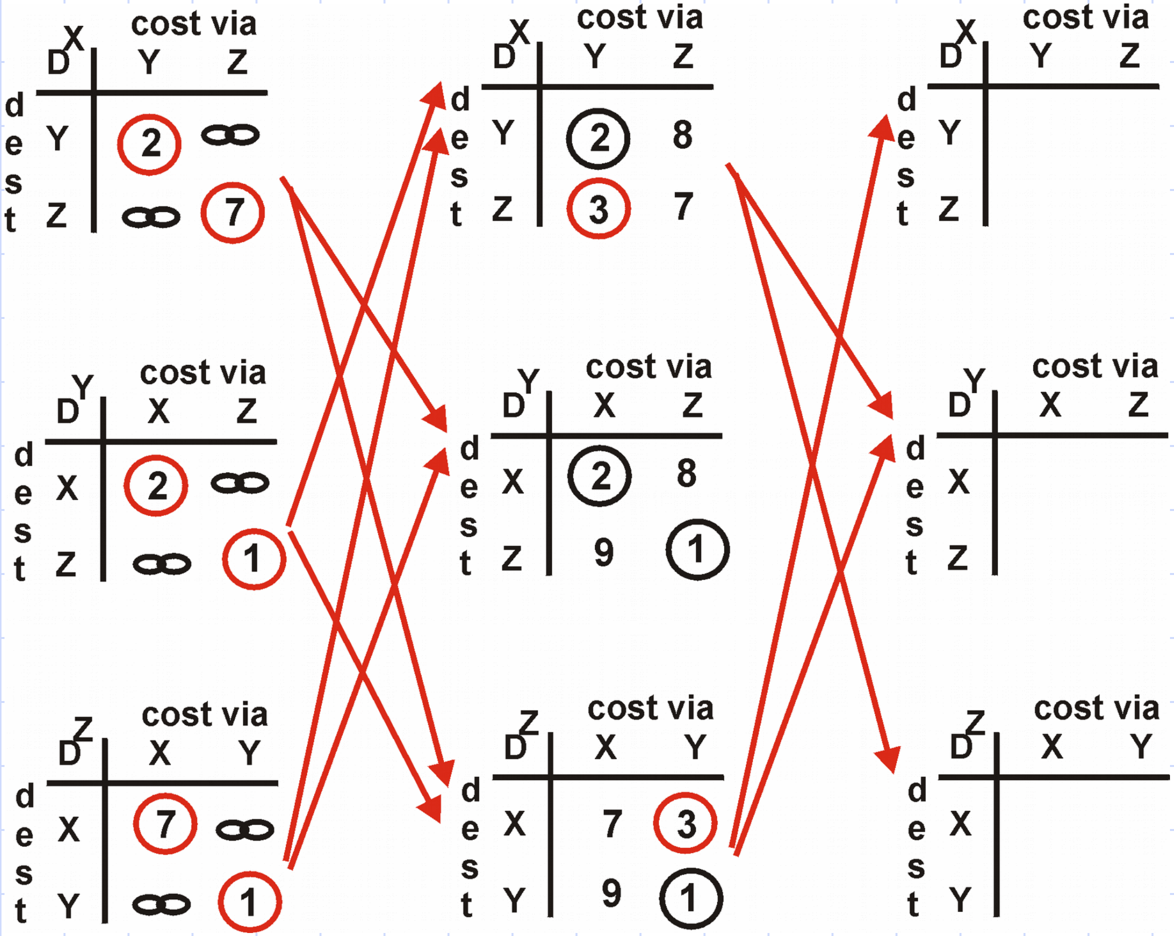
else if (update received from V wrt destination Y)
/* shortest path from V to some Y has changed */
/* V has sent a new value for its $\min_w DV(Y,w)$ */
/* call this received new value is "newval" */
for the single destination y: $D^X(Y,V) = c(X,V) + newval$

if we have a new $\min_w D^X(Y,w)$ for any destination Y
send new value of $\min_w D^X(Y,w)$ to all neighbors

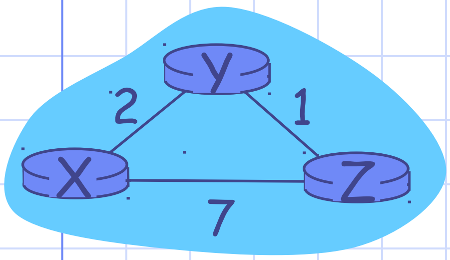
forever

Distance Vector Algorithm: example





Distance Vector Algorithm: example



D^X (cost via)	Y	Z
dest Y	2	∞
dest Z	∞	7

D^Y (cost via)	X	Z
dest X	2	∞
dest Z	∞	1

D^Z (cost via)	X	Y
dest X	7	∞
dest Y	∞	1

D^X (cost via)	Y	Z
dest Y	2	8
dest Z	3	7

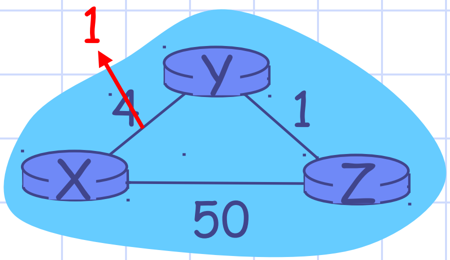
$$D^X(Y,Z) = c(X,Z) + \min_w\{D^Z(Y,w)\}$$
$$= 7+1 = 8$$

$$D^X(Z,Y) = c(X,Y) + \min_w\{D^Y(Z,w)\}$$
$$= 2+1 = 3$$

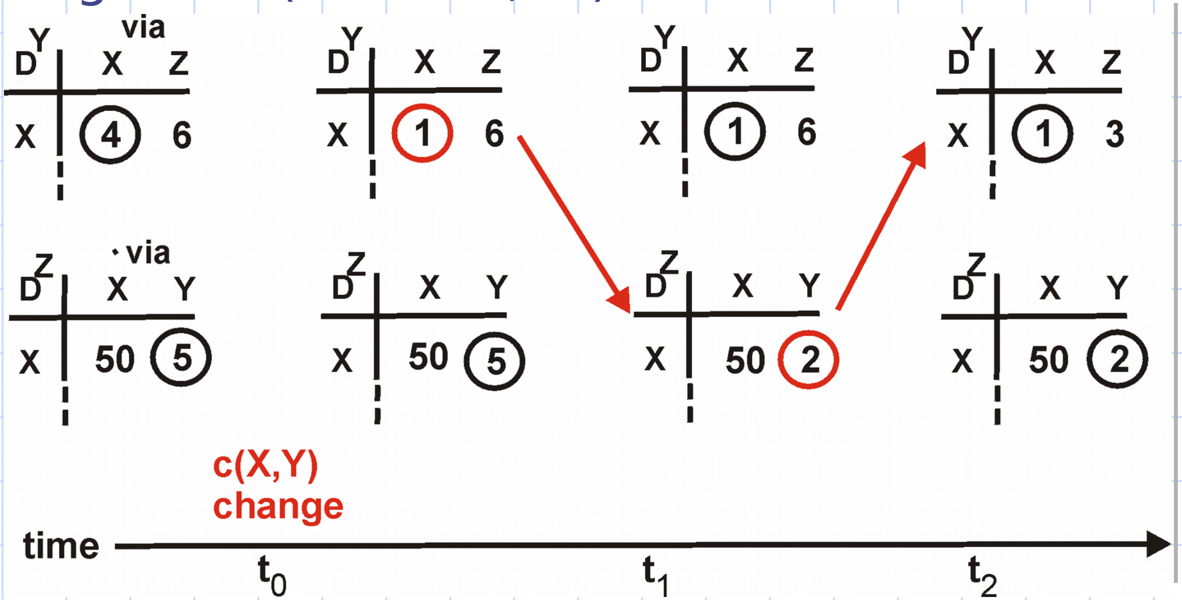
Distance Vector: link cost changes

Link cost changes:

- node detects local link cost change
- updates distance table (line 15)
- if cost change in least cost path, notify neighbors (lines 23,24)



"good news travels fast"

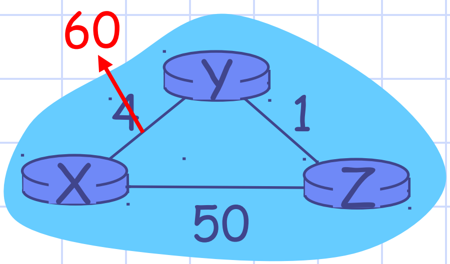


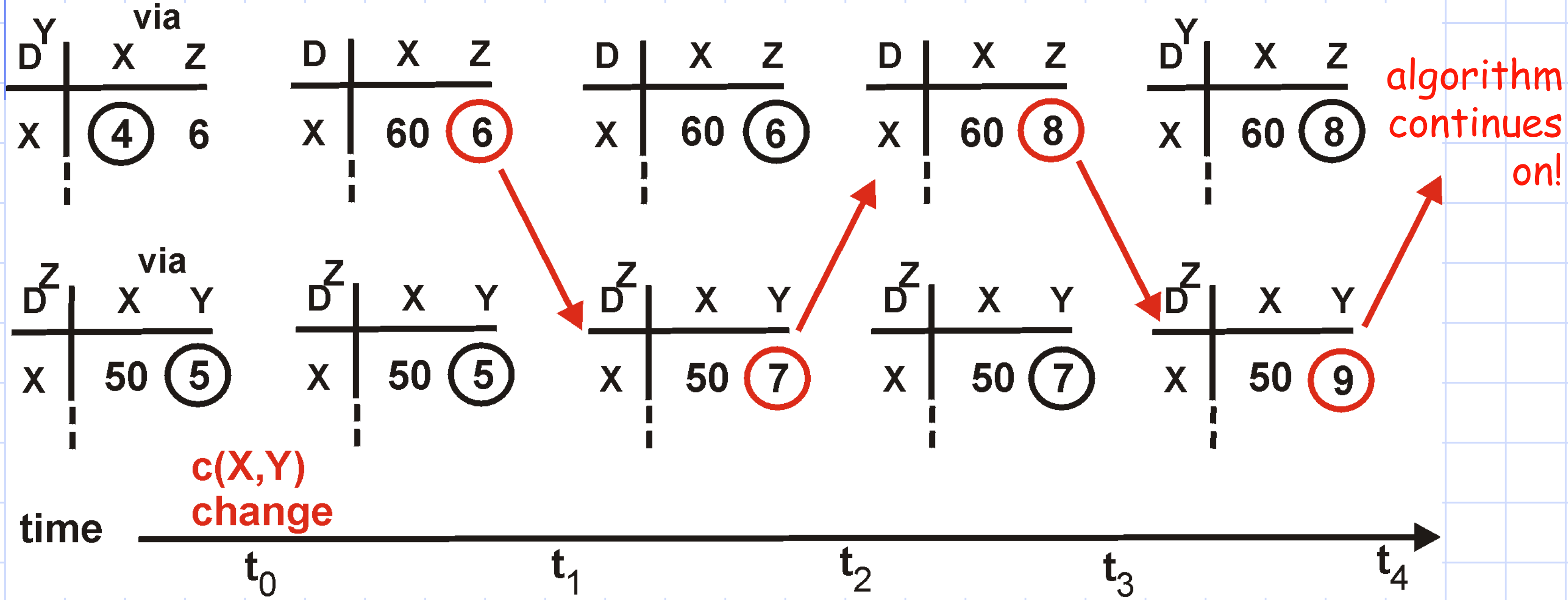
algorithm terminates

Distance Vector: link cost changes

Link cost changes:

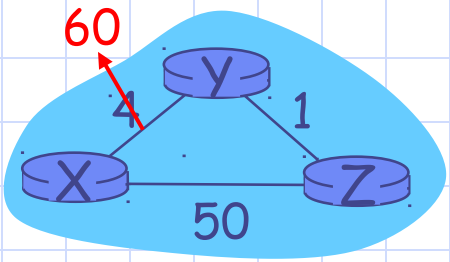
- good news travels fast
- bad news travels

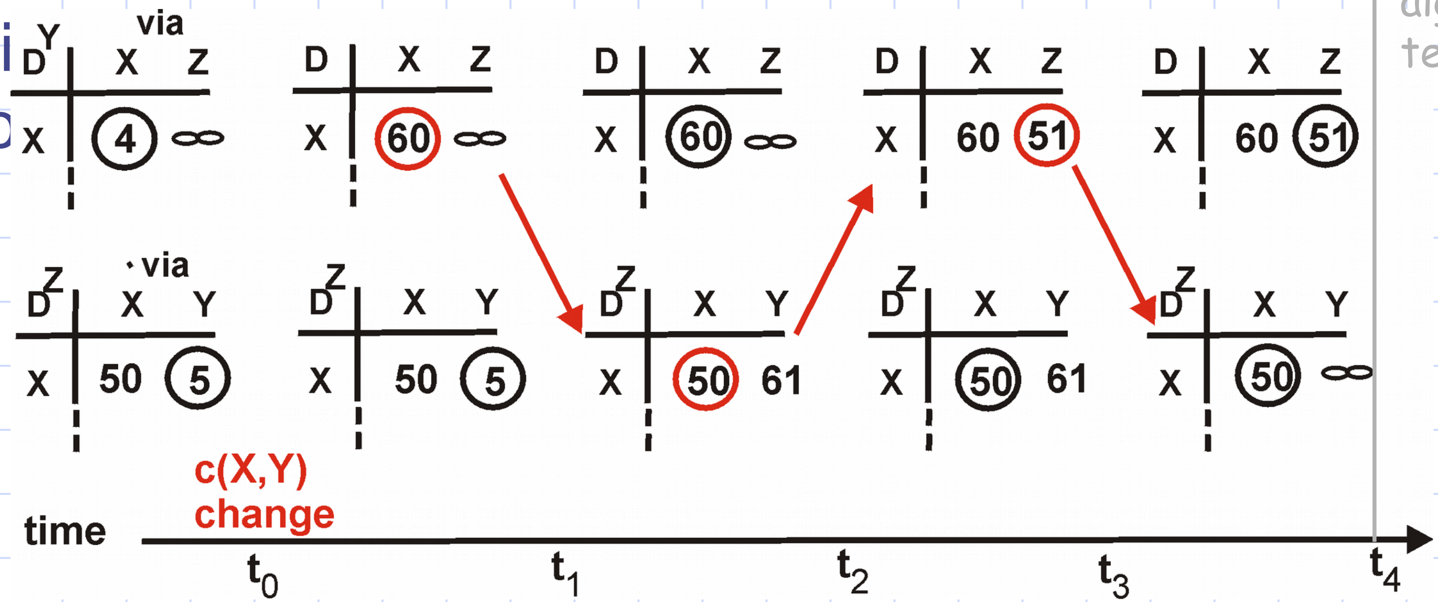




Distance Vector: poisoned reverse

- 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)
  - wi
    co





algorithm terminates

Comparison of LS and DV algorithms

Message complexity

- LS: with n nodes, E links, O(nE) msgs sent each
- DV: exchange between neighbors only
  - convergence time varies

Speed of Convergence

- LS: $O(n^2)$ algorithm requires O(nE) msgs
  - may have oscillations
- DV: convergence time varies
  - may be routing loops
  - count-to-infinity problem

Robustness: what happens if router malfunctions?

LS:

- node can advertise incorrect *link* cost
- each node computes only its *own* table

DV:

- DV node can advertise incorrect *path* cost
- each node’s table used by others
  - error propagate thru network

What is mobility?

- spectrum of mobility, from the *network* perspective:

no mobility

high mobility

mobile user, using same access point

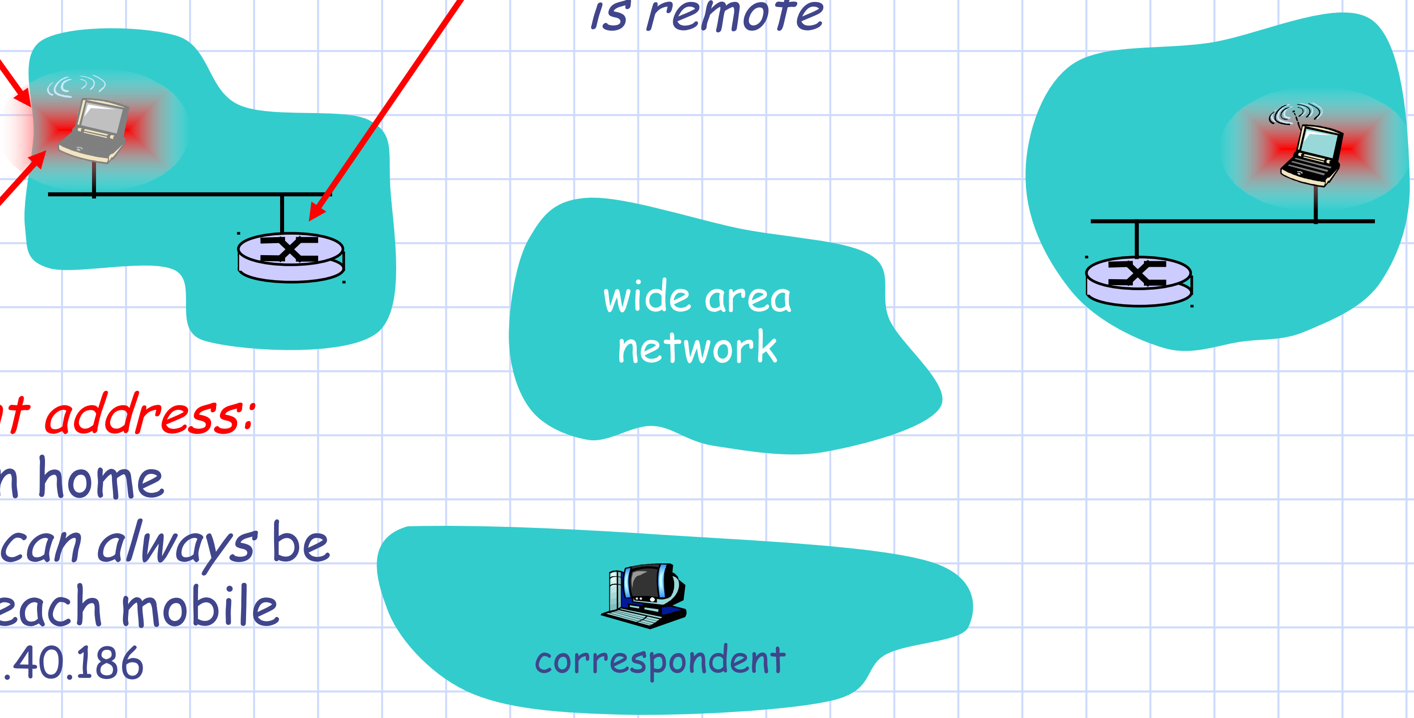
mobile user, connecting/ disconnecting from network using DHCP.

mobile user, passing through multiple access point while maintaining ongoing connections (like cell phone)

Mobility: Vocabulary

- *home network:* permanent "home" of mobile
  (e.g., 128.119.40/24)

home agent: entity that will perform mobility functions on behalf of mobile, when mobile is remote



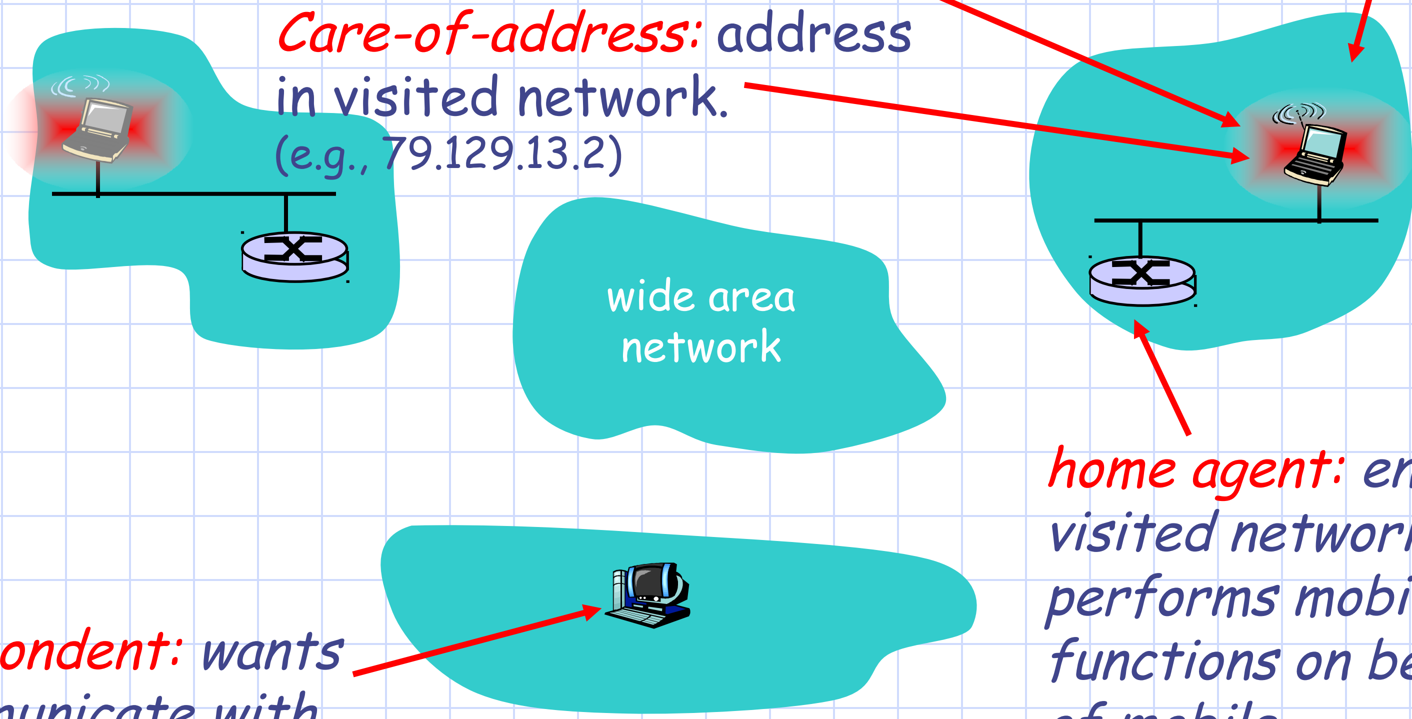
Permanent address:
address in home network, *can always* be used to reach mobile
e.g., 128.119.40.186

Mobility: more vocabulary

Permanent address: remains constant (e.g., 128.119.40.186)

visited network: network in which mobile currently resides (e.g., 79.129.13/24)

Care-of-address: address in visited network. (e.g., 79.129.13.2)



home agent: entity in visited network that performs mobility functions on behalf of mobile.

correspondent: wants to communicate with mobile

How do *you* contact a mobile friend:

Consider friend frequently changing addresses, how do you find her?

- search all phone books?
- call her parents?
- expect her to let you know where he/she is?

Mobility: approaches

- *Let routing handle it:* routers advertise permanent address of mobile-nodes-in-residence via usual routing table exchange.
  - routing tables indicate where each mobile located
  - no changes to end-systems
- *Let end-systems handle it:*
  - *indirect routing:* communication from correspondent to mobile goes through home agent, then forwarded to remote
  - *direct routing:* correspondent gets foreign address of mobile, sends directly to mobile

Mobility: approaches

- *Let routing handle it:* ters advertise permanent address of mobi residence via usual routing table ex
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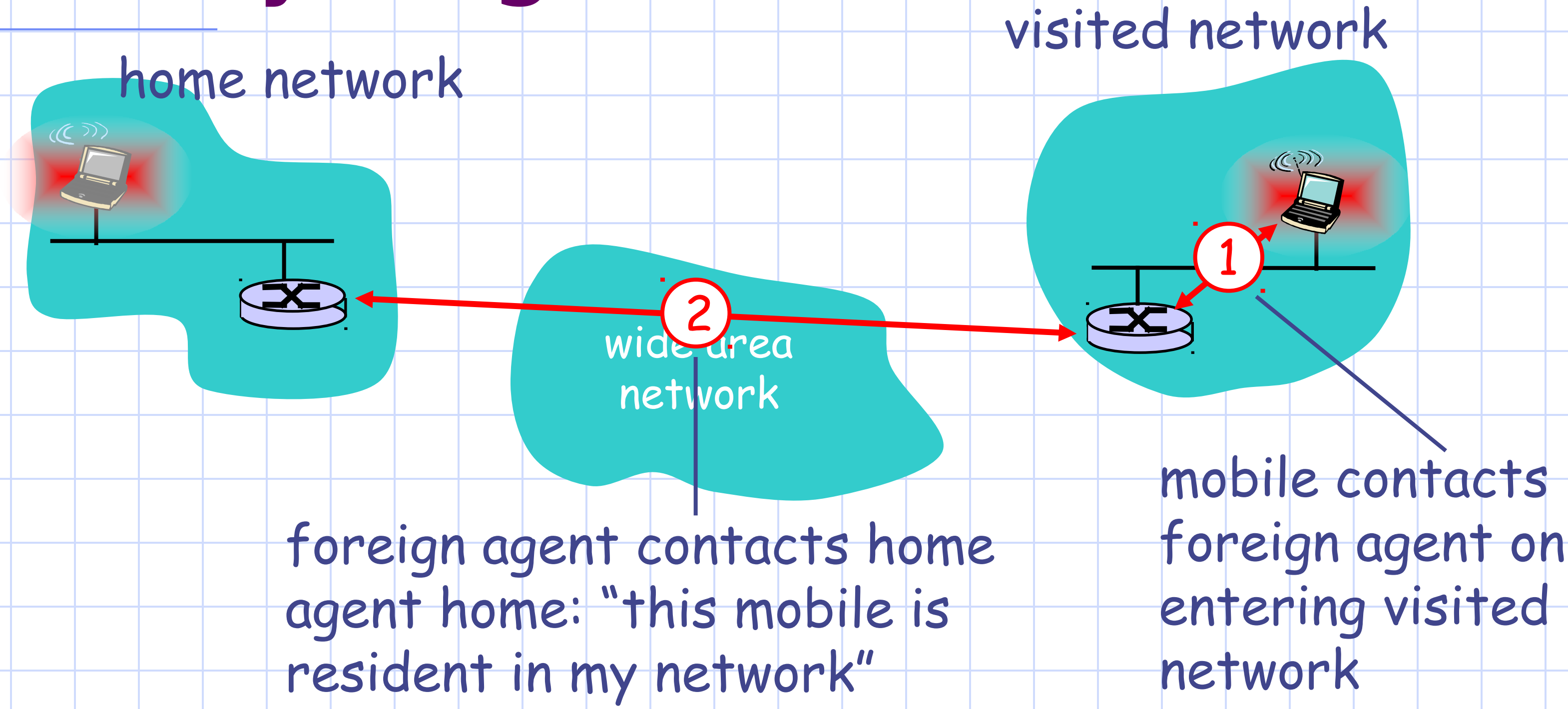
  - *indirect routing:* communication from correspondent to mobile goes through home agent, then forwarded to remote
  - *direct routing:* correspondent gets foreign address of mobile, sends directly to mobile

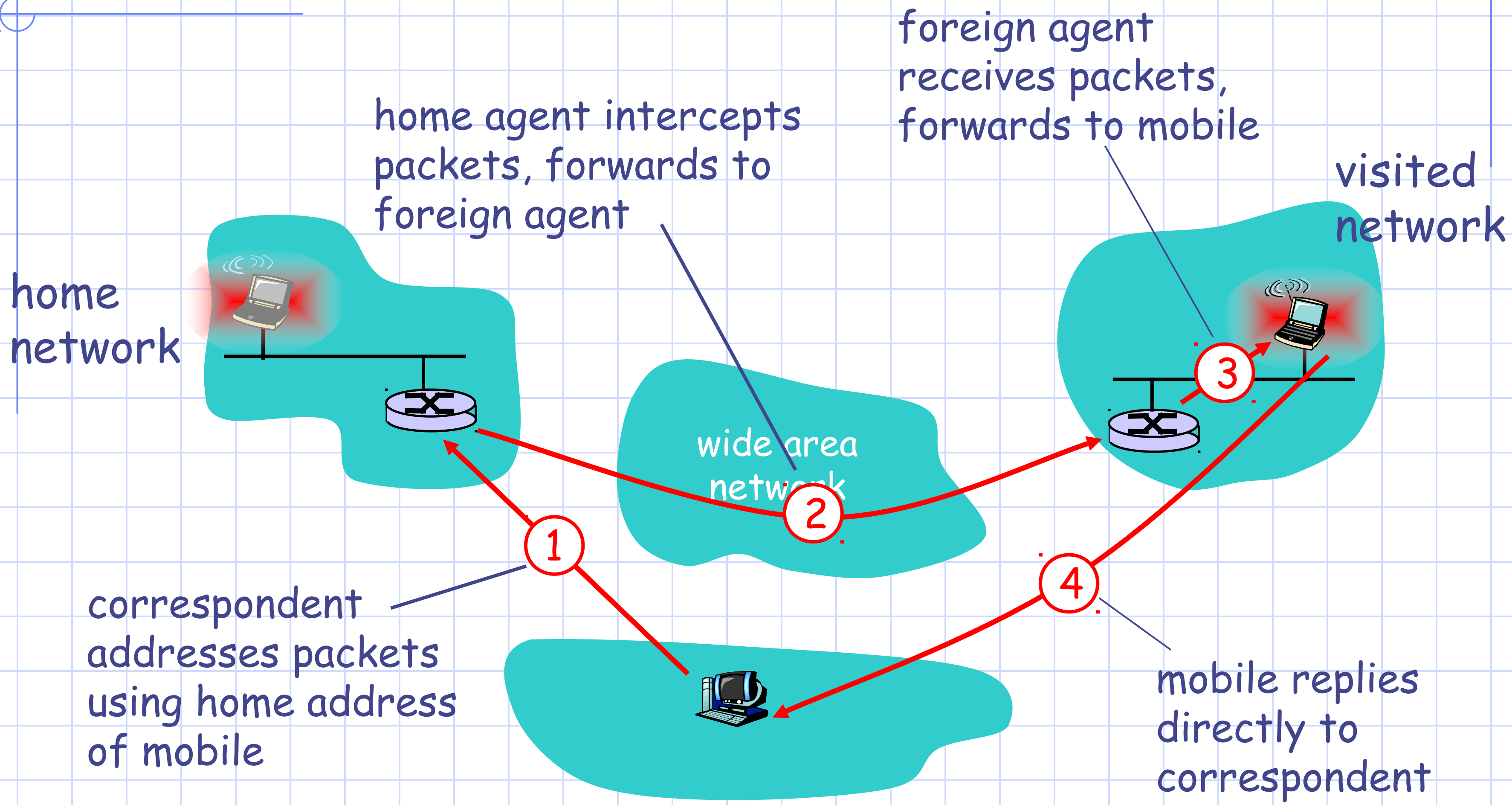
Mobility: registration



End result:

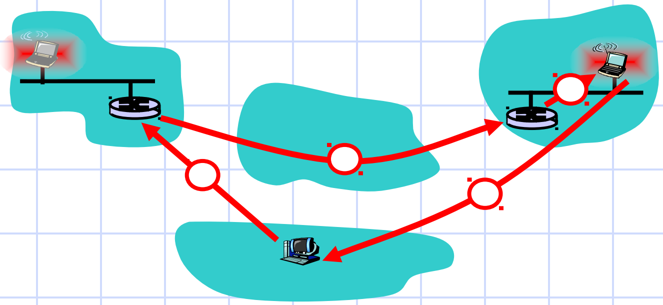
- Foreign agent knows about mobile
- Home agent knows location of mobile

Mobility via Indirect Routing

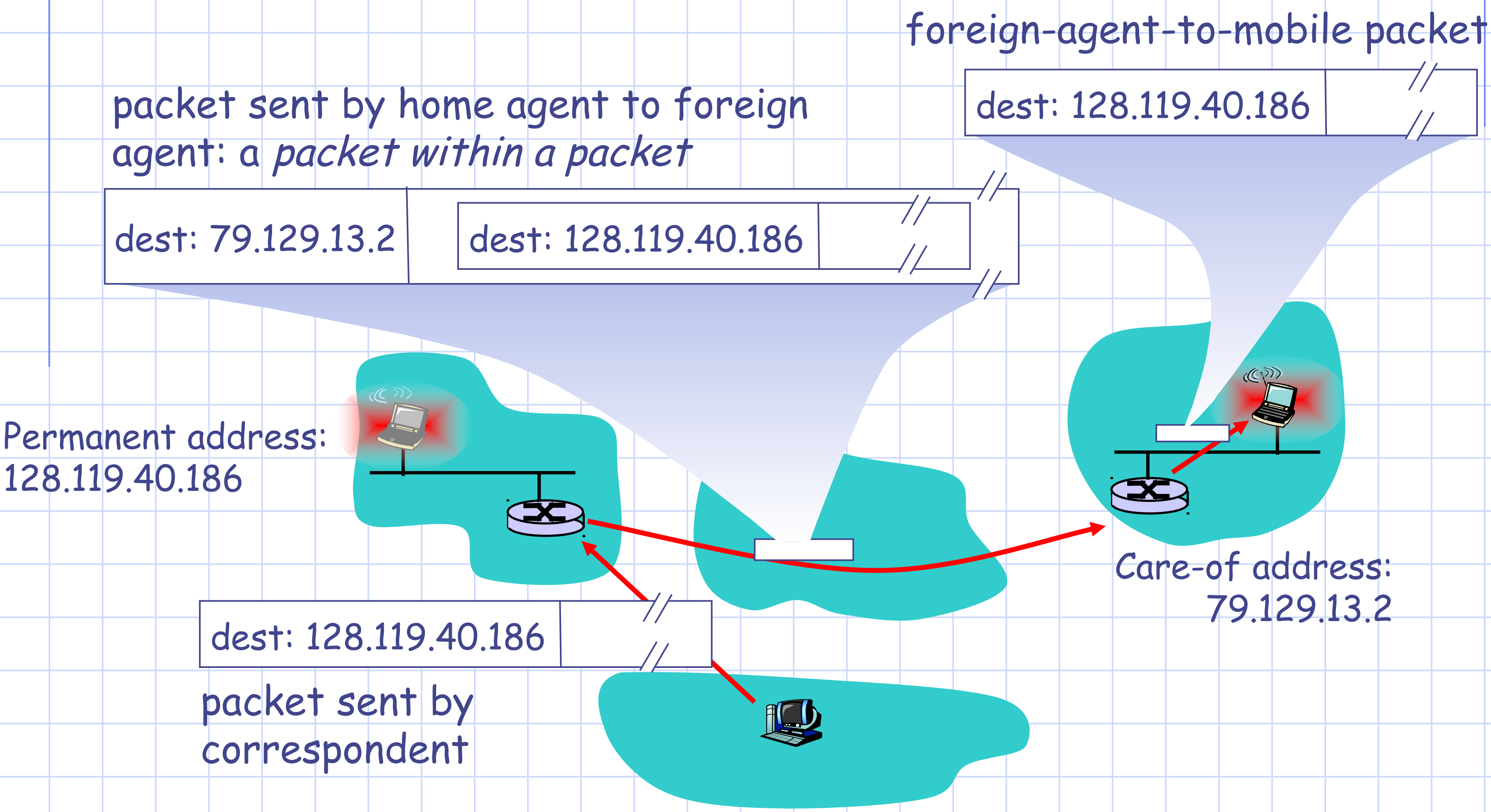


Indirect Routing: comments

- Mobile uses two addresses:
  - permanent address: used by correspondent (hence mobile location is *transparent* to correspondent)
  - care-of-address: used by home agent to forward datagrams to mobile
- foreign agent functions may be done by mobile itself
- triangle routing: correspondent-home-network-mobile
  - inefficient when correspondent, mobile are in same network



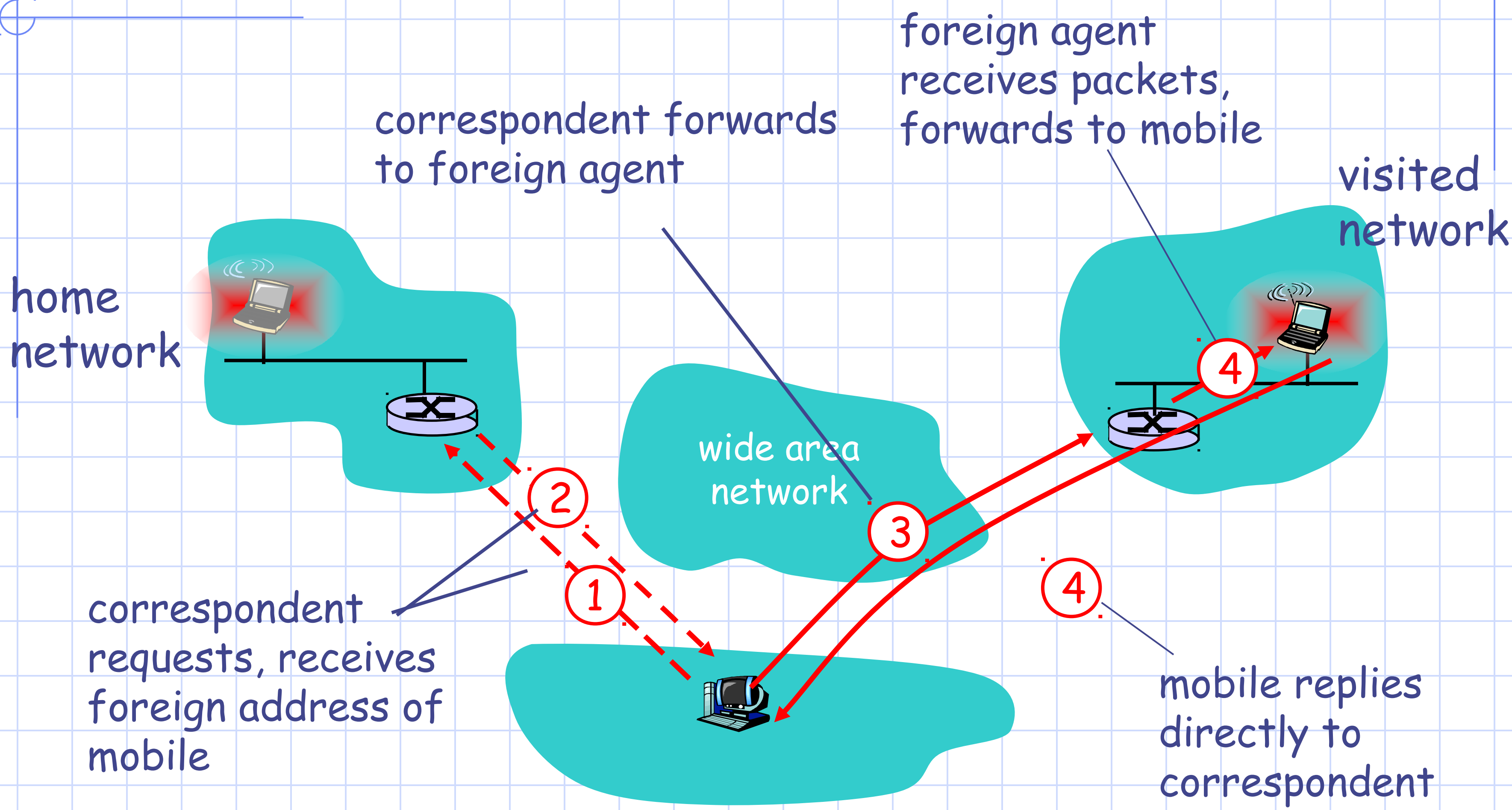
Forwarding datagrams to remote mobile



Indirect Routing: moving between networks

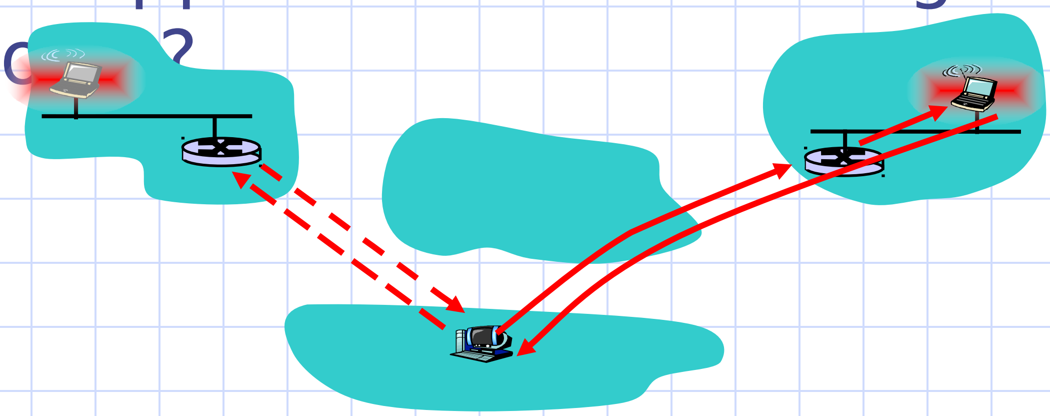
- suppose mobile user moves to another network
  - registers with new foreign agent
  - new foreign agent registers with home agent
  - home agent update care-of-address for mobile
  - packets continue to be forwarded to mobile (but with new care-of-address)
- Mobility, changing foreign networks transparent: *on going connections can be maintained!*

Mobility via Direct Routing



Mobility via Direct Routing: comments

- overcome triangle routing problem
- non-transparent to correspondent: correspondent must get care-of-address from home agent
  - What happens if mobile changes netwo ?



Mobile IP

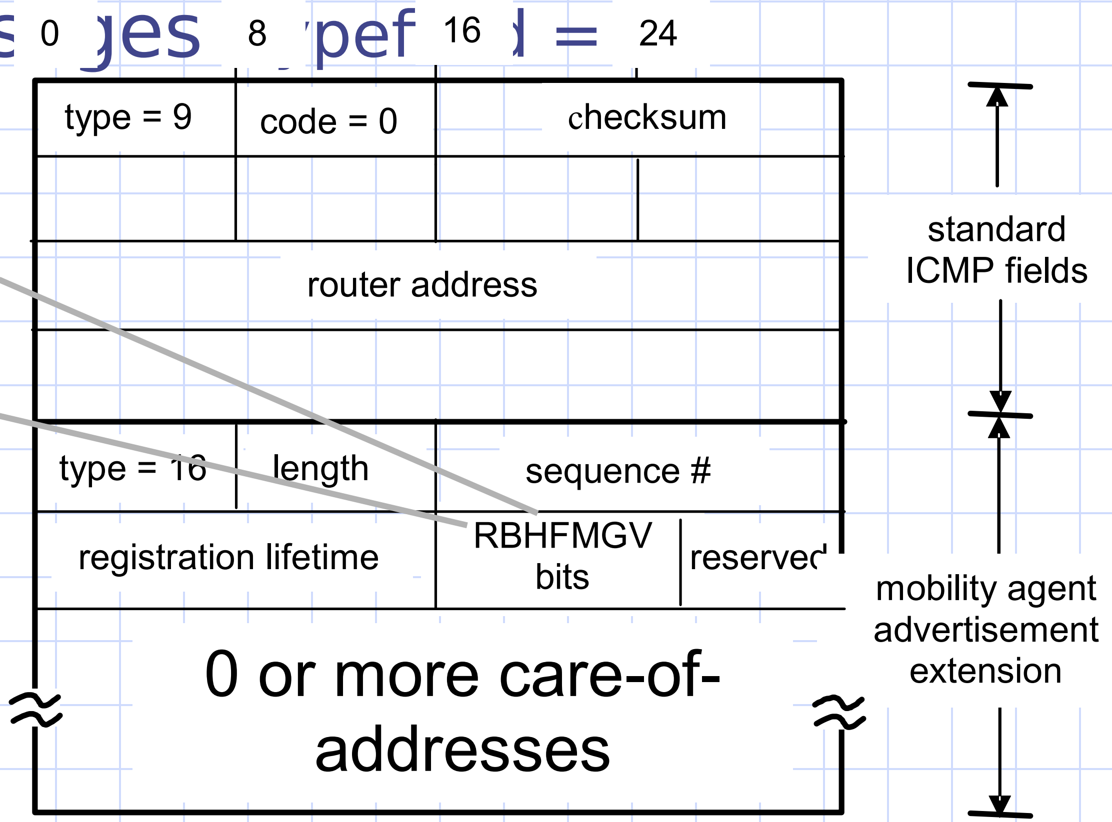
- RFC 3220
- has many features we've seen:
  - home agents, foreign agents, foreign-agent registration, care-of-addresses, encapsulation (packet-within-a-packet)
- three components to standard:
  - agent discovery
  - registration with home agent
  - indirect routing of datagrams

Mobile IP: agent discovery

- agent advertisement: foreign/home agents advertise service by broadcasting ICMP mess ges pef d =

H,F bits: home and/or foreign agent

R bit: registration required



Mobile IP: registration example