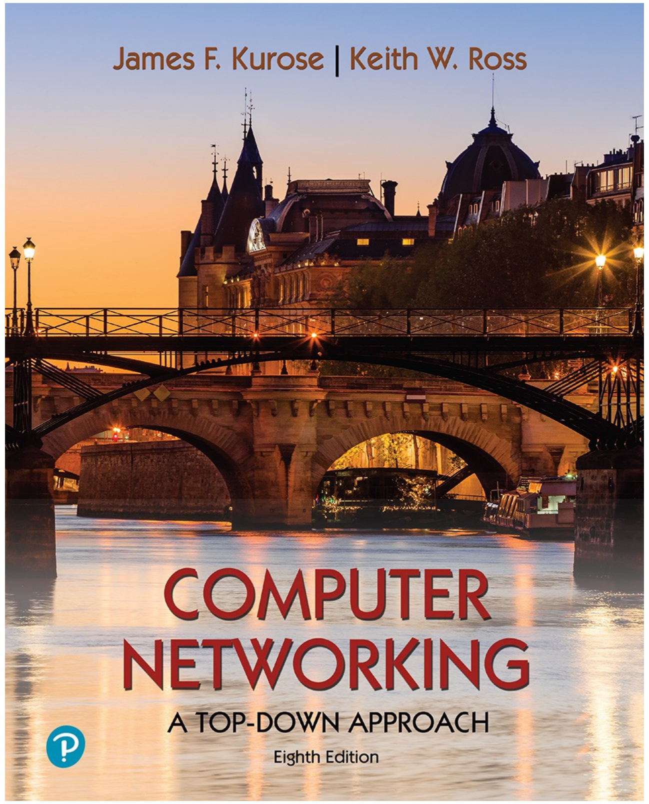
Chapter 5 Network Layer: Control Plane



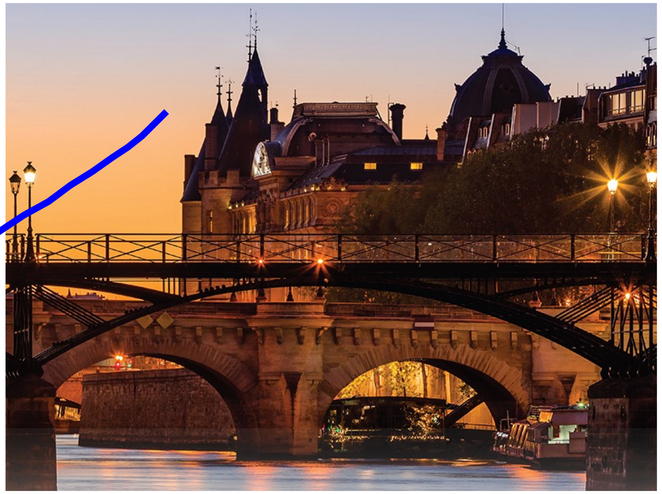
Computer Networking: A Top-Down Approach
8th edition
Jim Kurose, Keith Ross
Pearson, 2020

Network layer control plane: our goals

- understand principles behind network control plane:
  - traditional routing algorithms
  - ~~SDN controllers~~
  - ~~network management, configuration~~
- instantiation, implementation in the Internet:
  - OSPF, BGP
  - ~~OpenFlow, ODL and ONOS controllers~~
  - Internet Control Message Protocol: ICMP
  - ~~SNMP, YANG/NETCONF~~

Network layer: “control plane” roadmap

- introduction
- routing protocols
  - link state
  - distance vector
- intra-ISP routing: OSPF
- routing among ISPs: BGP
- ~~SDN control plane~~
- Internet Control Message Protocol



- ~~network management, configuration~~
  - ~~SNMP~~
  - ~~NETCONF/YANG~~

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)~~

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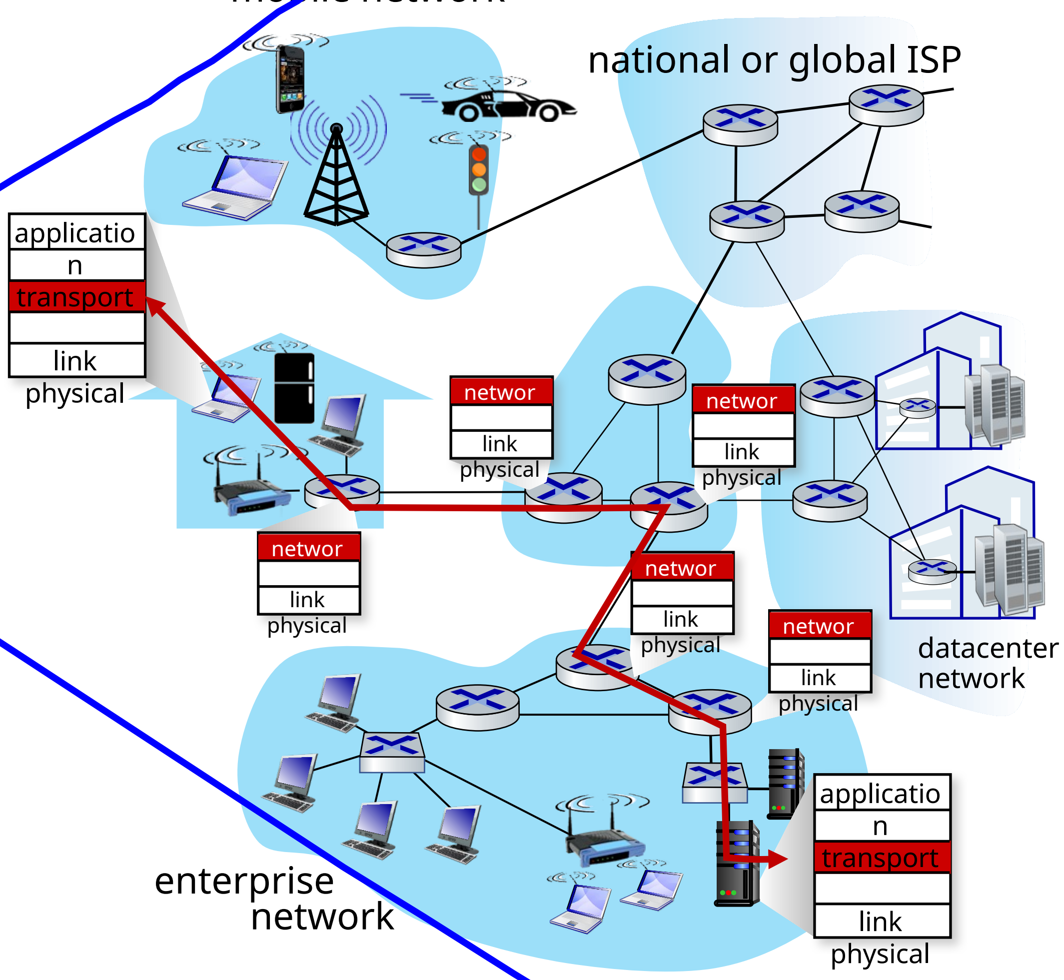
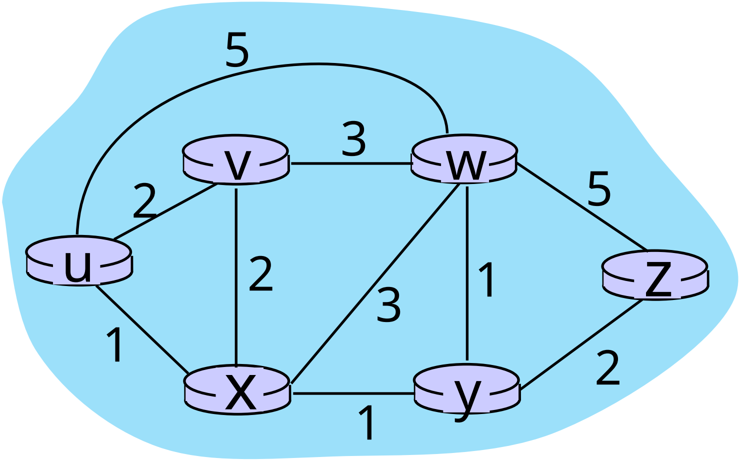
Routing protocols

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?

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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

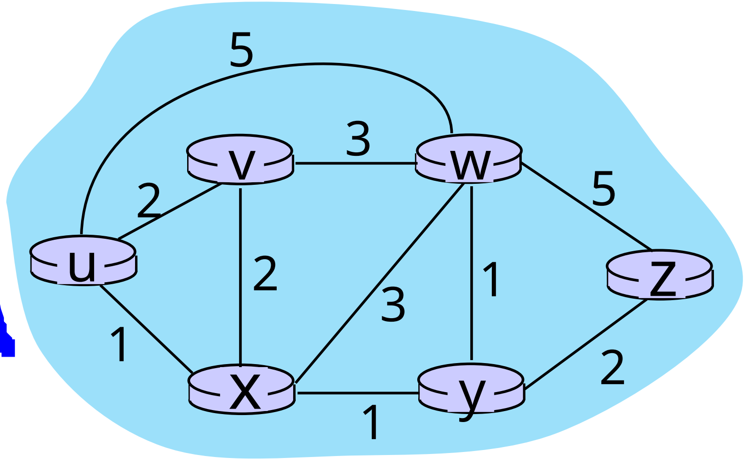
Dijkstra's link-state routing algorithm

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						

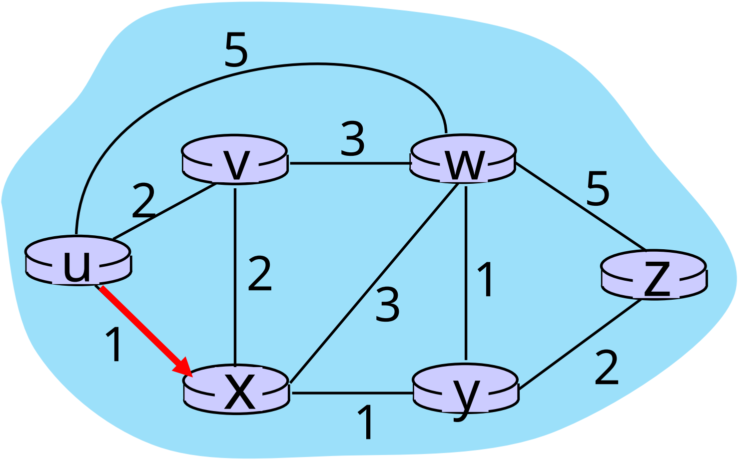


Initialization (step 0):

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						



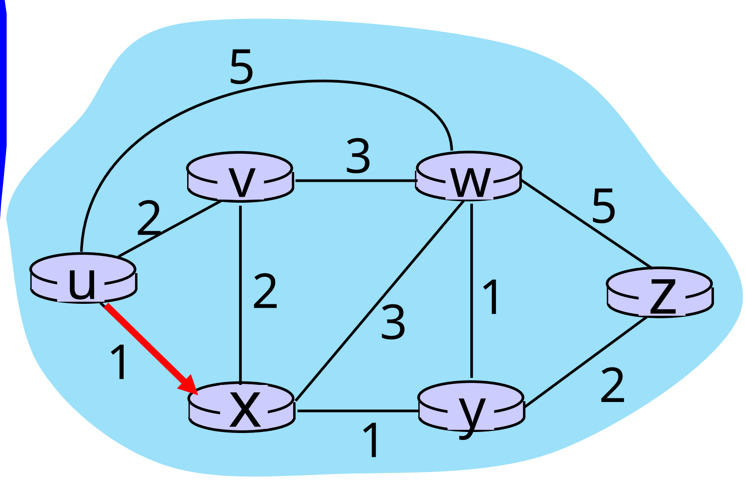
8 *Loop*

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

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)
0	u	2,u	5,u	1,u	∞	∞
1	ux	2,u	4,x		2,x	∞
2						
3						
4						
5						



Loop

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

add *a* to *N'*

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

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

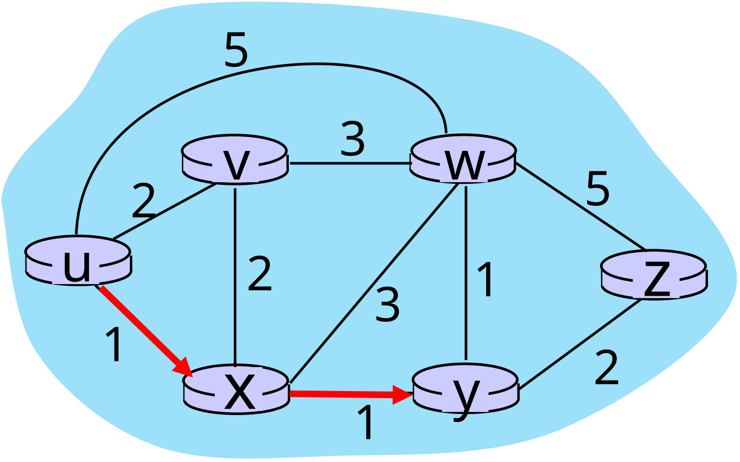
$D(v) = min (D(v), D(x) + c_{x,v}) = min(2, 1+2) = 2$

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

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

Dijkstra's algorithm: an example

		v	w	x	y	z
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					
3						
4						
5						



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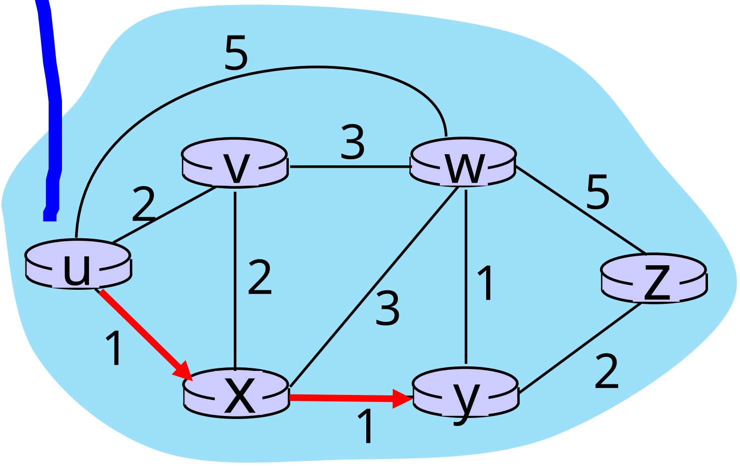
Dijkstra's algorithm: an example

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						
4						
5						



Loop

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

add a to N'

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

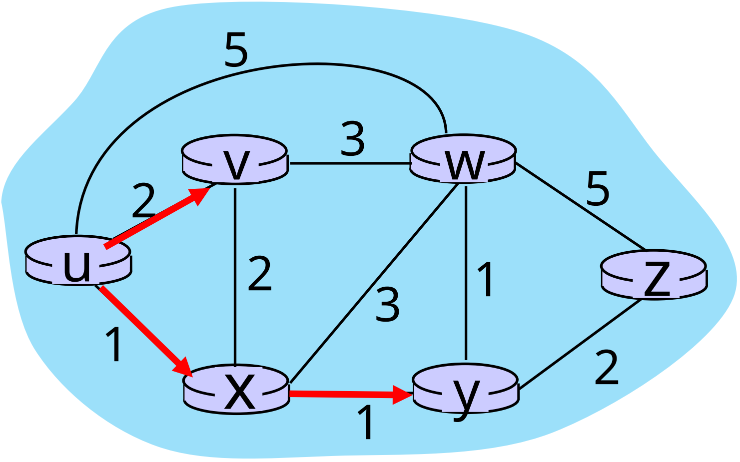
$$\mathbf{D(b) = min\ (\ D(b),\ D(a) + c_{a,b}\ )}$$

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

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

Dijkstra’s algorithm: an example

		v	w	x	y	z
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					
4						
5						



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)
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1	ux	2,u	4,x		2,x	∞
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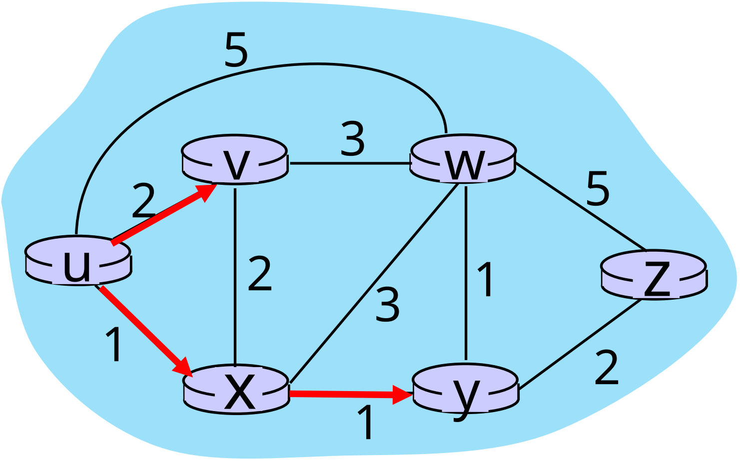
4						
5						



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

$D(w) = \min (D(w), D(v) + c_{v,w}) = \min (3, 2+3) = 3$

Dijkstra's algorithm: an example

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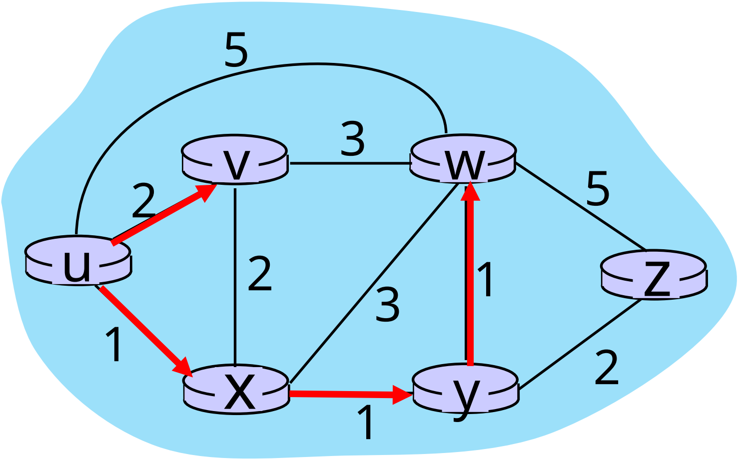
1	ux	2,u	4,x		2,x	∞
2	uxy	2,u	3,y			4,y
3	uxyv		3,y			4,y
4	uxyvw					
5						



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3	uxyv		3,y			4,y
4	uxyvw					4,y
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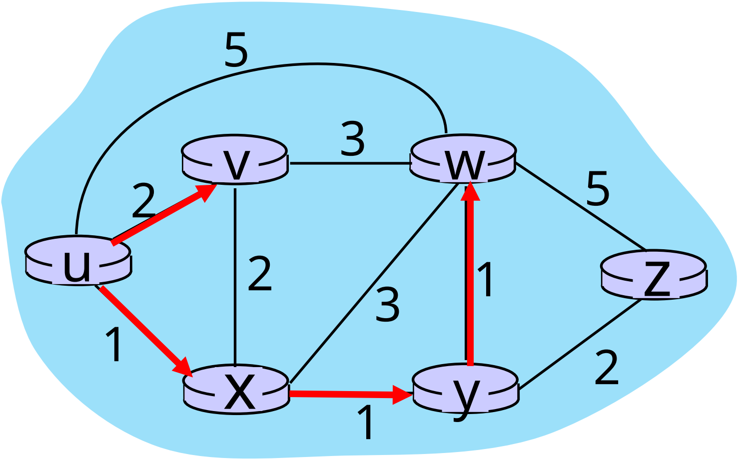

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Dijkstra's algorithm: an example

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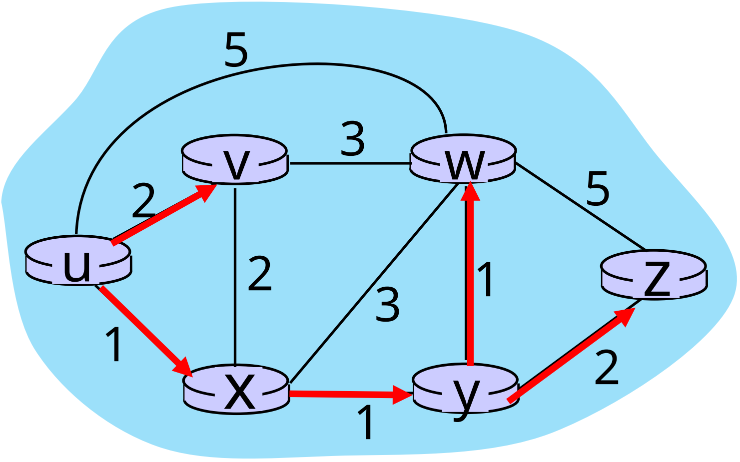
3	uxyv		3,y			4,y
4	uxyvw					4,y
5	uxyvwz					



Loop

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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)
0	u	2,u	5,u	1,u	∞	∞
1	ux	2,u	4,x		2,x	∞
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4	uxyvw					4,y
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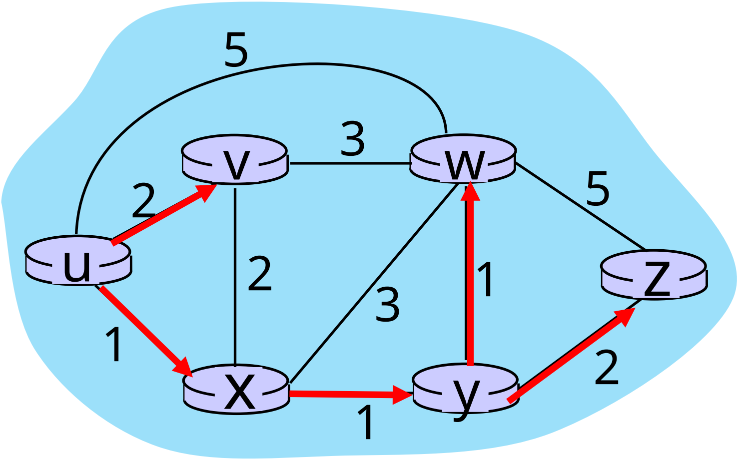

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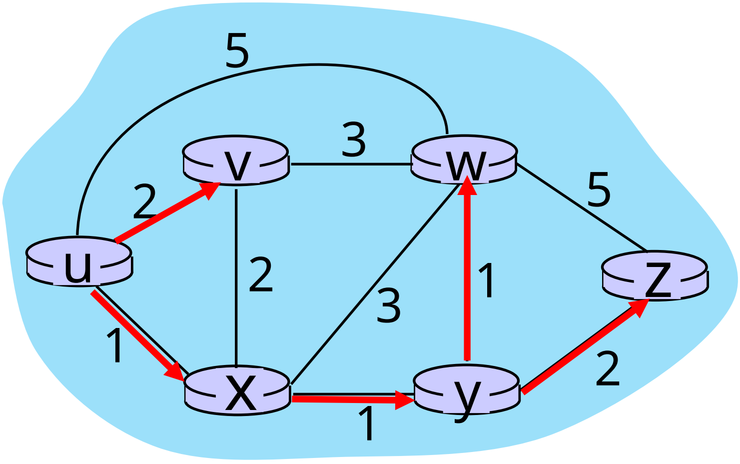
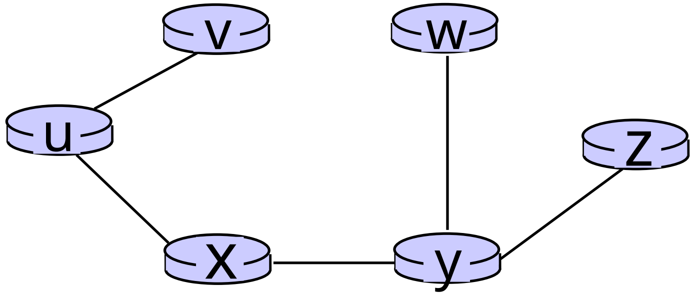
Dijkstra's algorithm: an example



resulting least-cost-path tree from u: resulting forwarding table in u:



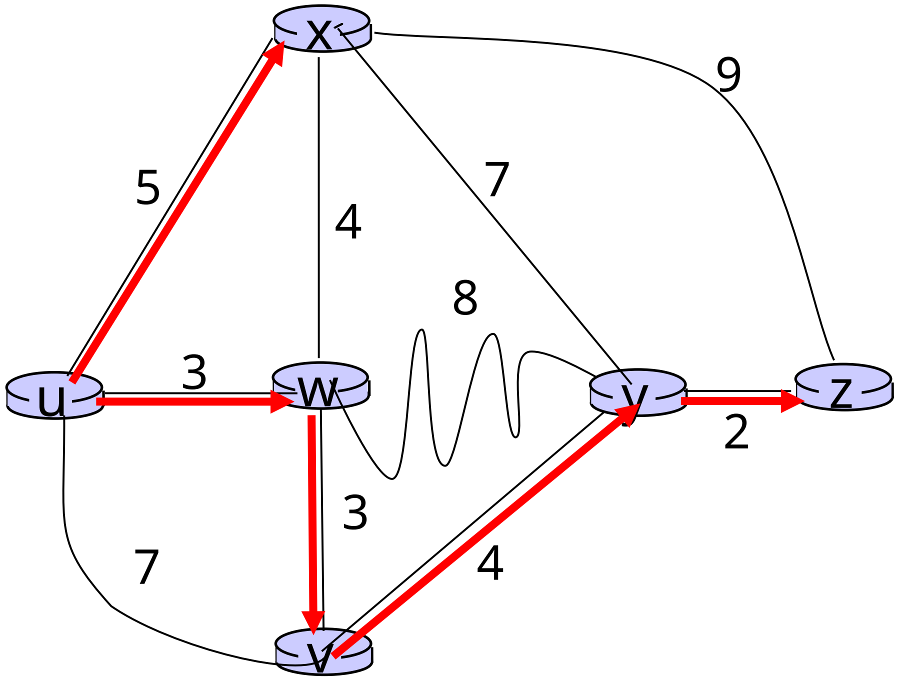
destination	outgoing link
v	(u,v)
x	(u,x)
y	(u,x)
w	(u,x)
x	(u,x)

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

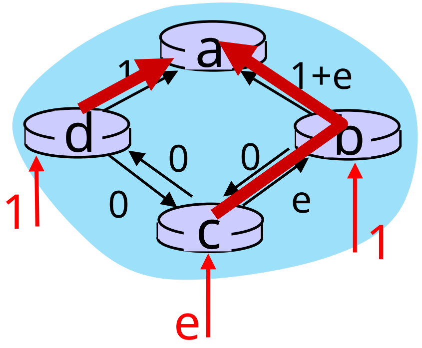
- each of *n* iteration: need to check all nodes, *w*, not in *N*
- $n(n+1)/2$ comparisons: $O(n^2)$ complexity
- more efficient implementations possible: $O(n \log n)$

message complexity:

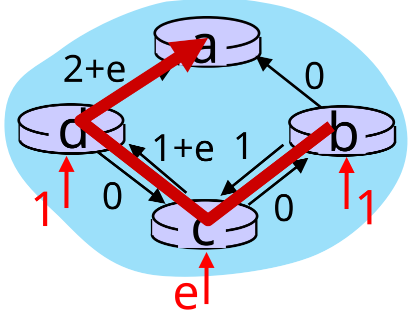
- each router must *broadcast* its link state information to other *n* routers
- efficient (and interesting!) broadcast algorithms: $O(n)$ link crossings to disseminate a broadcast message from one source
- each router's message crosses $O(n)$ links: overall message complexity: $O(n^2)$

Dijkstra’s algorithm: oscillations possible

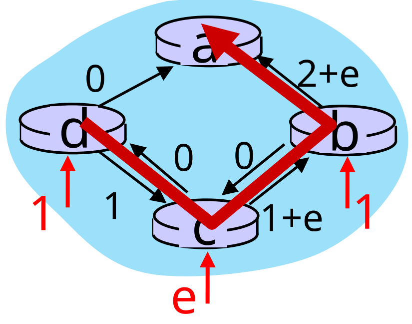
- when link costs depend on traffic volume, route oscillations possible
- sample scenario:
  - routing to destination a, traffic entering at d, c, e with rates 1, e (<1), 1
  - link costs are directional, and volume-dependent



initially



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



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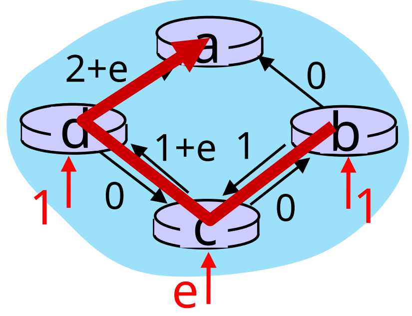

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Distance vector algorithm

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:

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

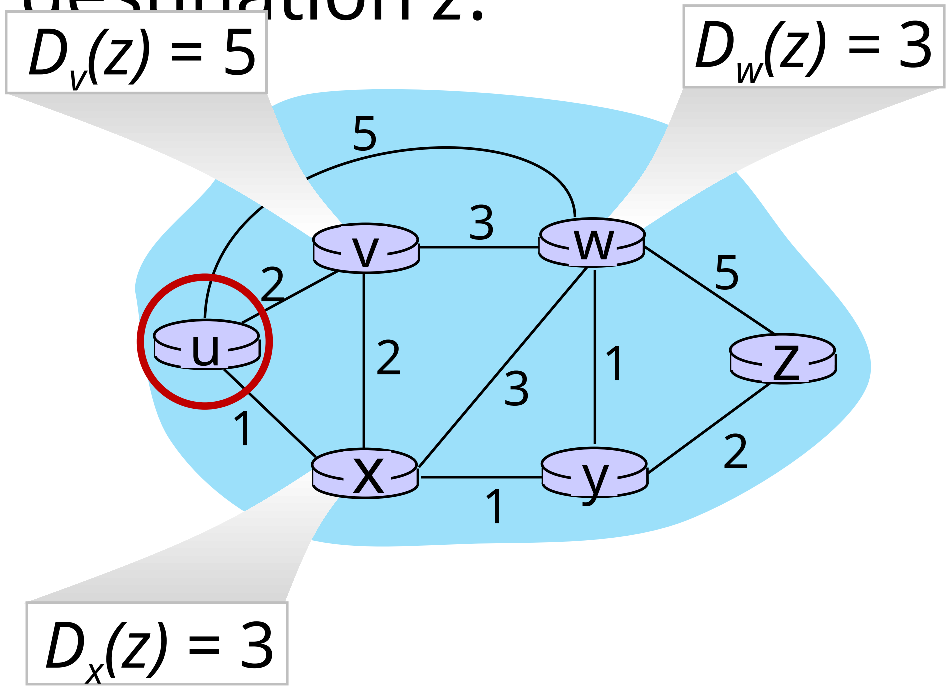
v's estimated least-cost-path cost to *y*

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:

$$
\begin{aligned}
D_u(z) = \min \{ & c_{u,v} + D_v(z), \\
& c_{u,x} + D_x(z), \\
& c_{u,w} + D_w(z) \} \\
= \min \{ & 2 + 5, \\
& 1 + 3, \\
& 5 + 3\} = 4
\end{aligned}
$$

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:

$$D_x(y) \leftarrow \min_v\{c_{x,v} + D_v(y)\} \quad \text{for each node } y \in N$$

- 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

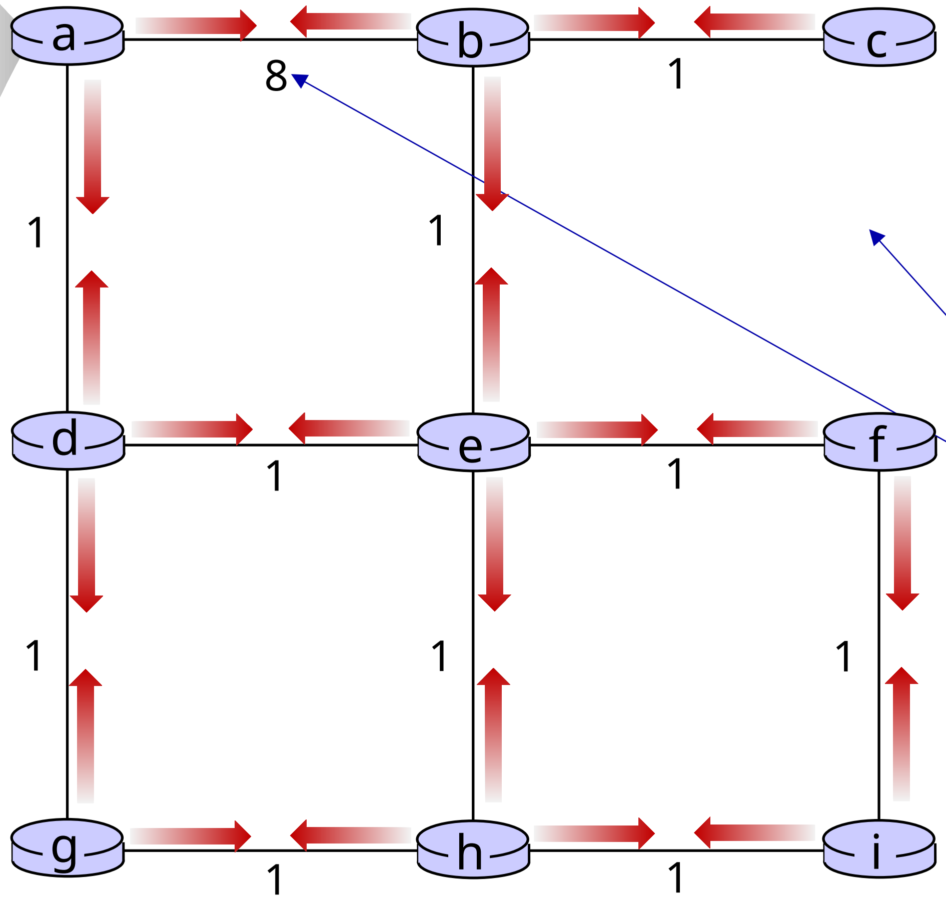
- neighbors then notify their neighbors – *only if necessary*
- no notification received, no actions taken!

Distance vector: example

t=0

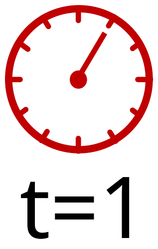
- All nodes have distance estimates to nearest neighbors (only)
- All nodes send their local distance vector to their neighbors

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



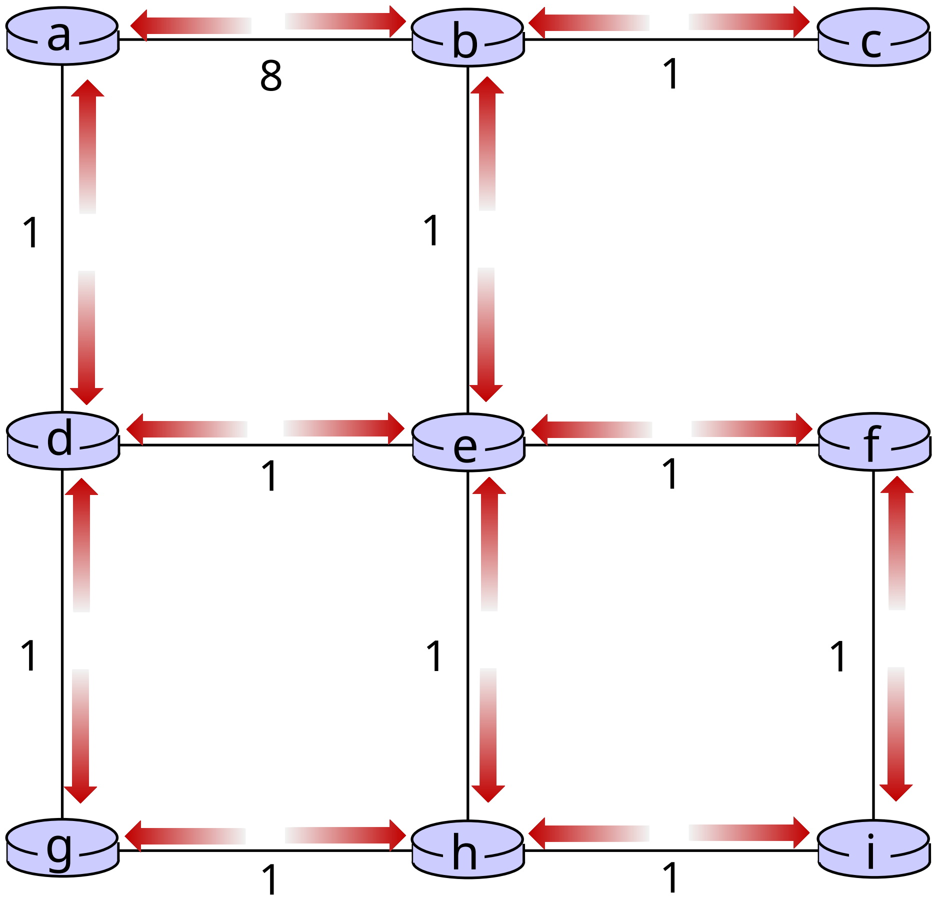
A few asymmetries:
- missing link
- larger cost

Distance vector example: iteration



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=1

All nodes:

- receive distance vectors from neighbors
- compute their new local distance vector
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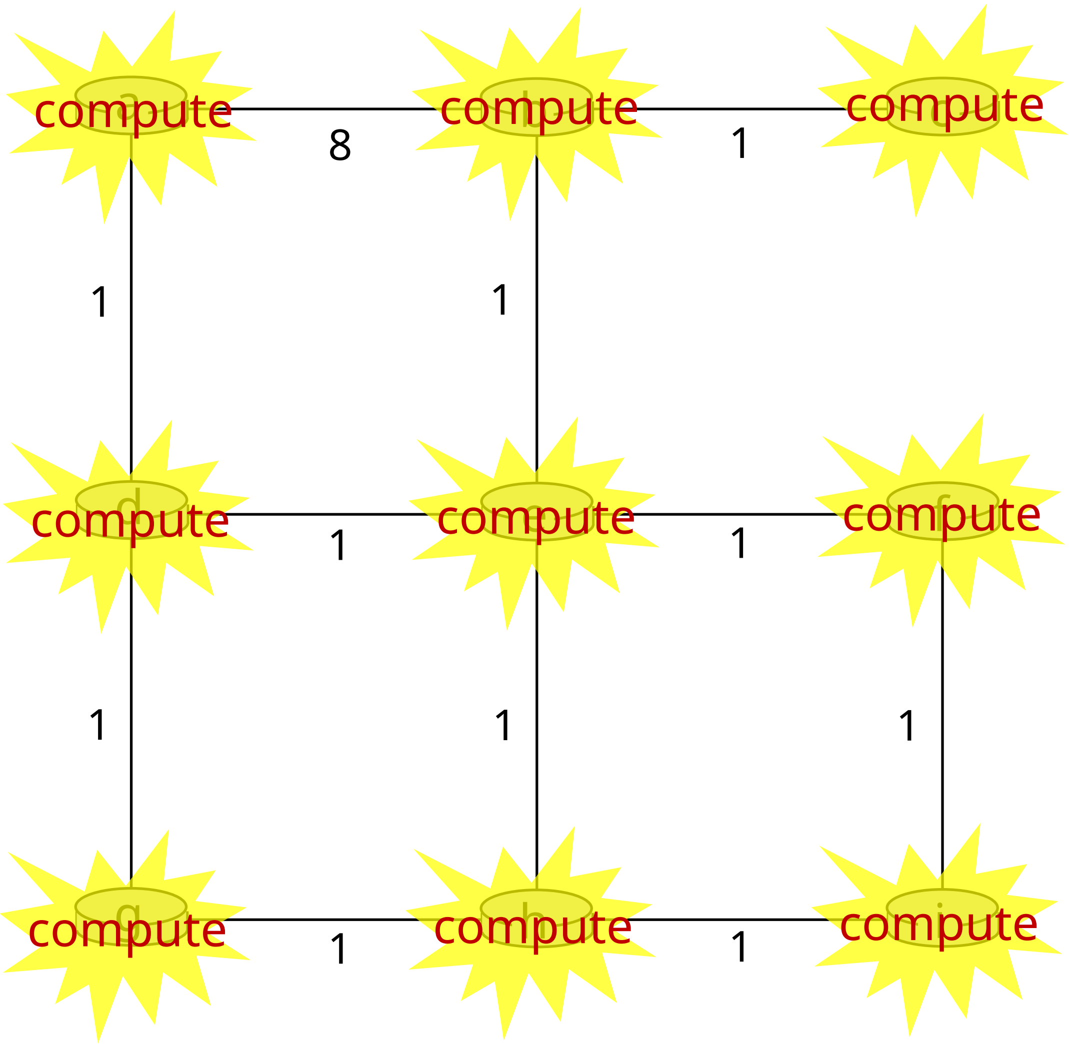

Distance vector example: iteration

t=1

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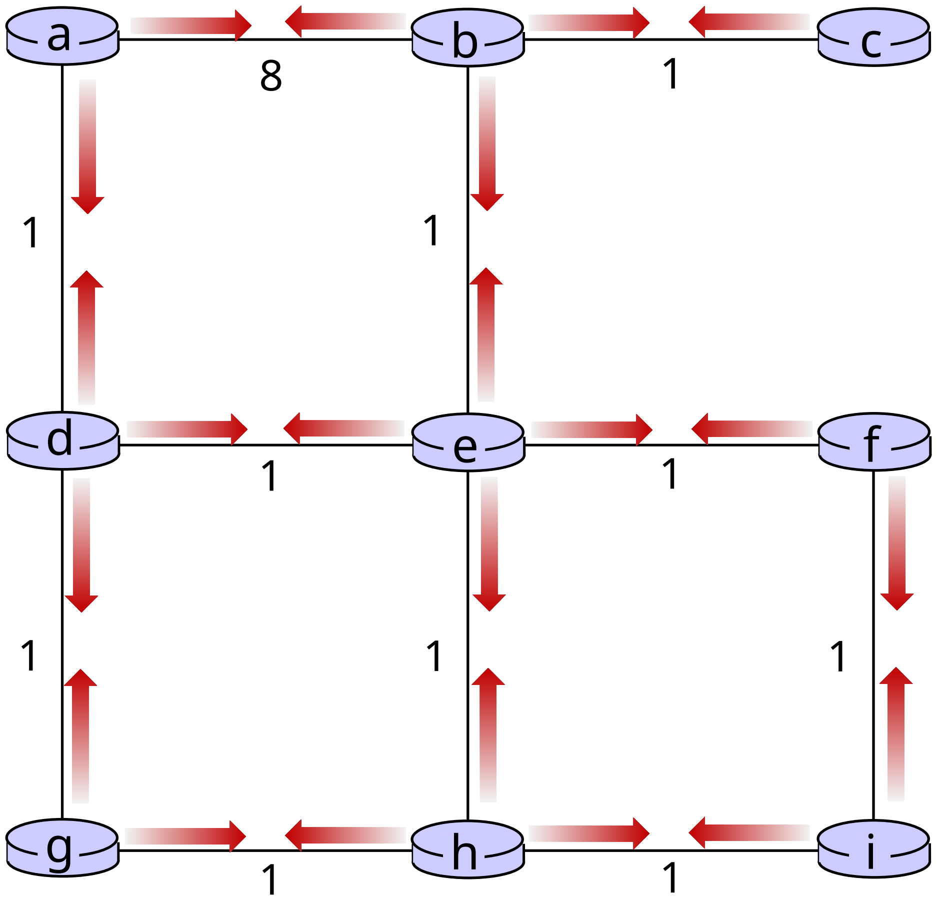
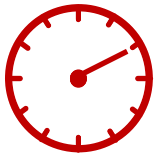
- compute their new local distance vector
- send their new local distance vector to neighbors

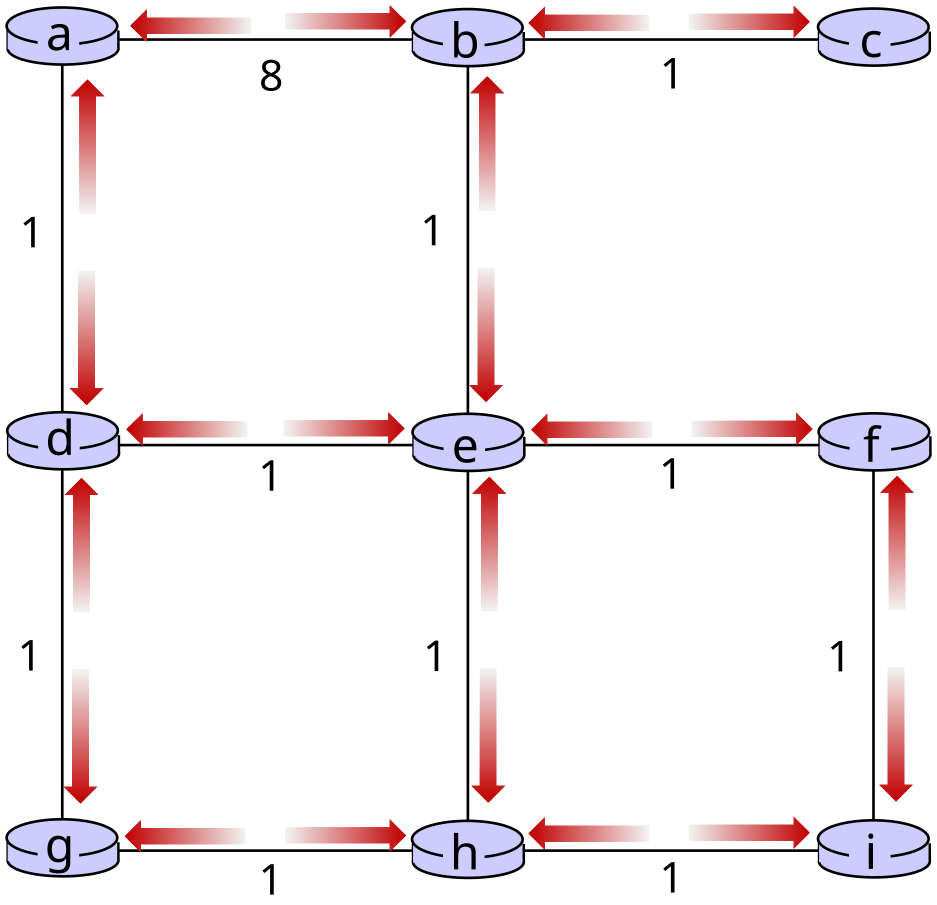


Distance vector example: iteration

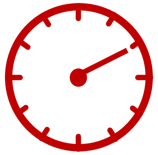


t=2

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

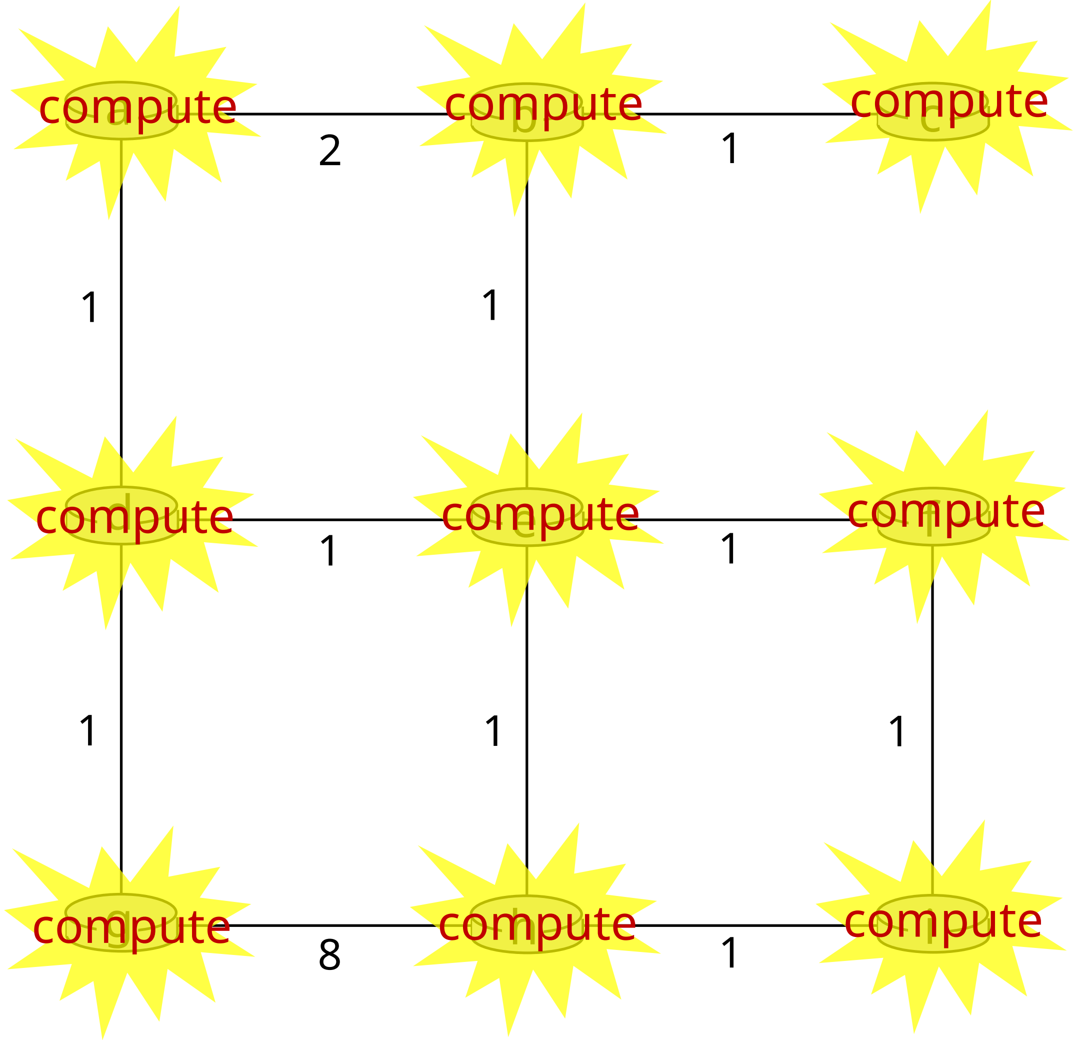


Distance vector example: iteration

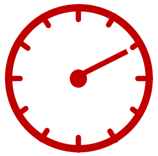


t=2

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



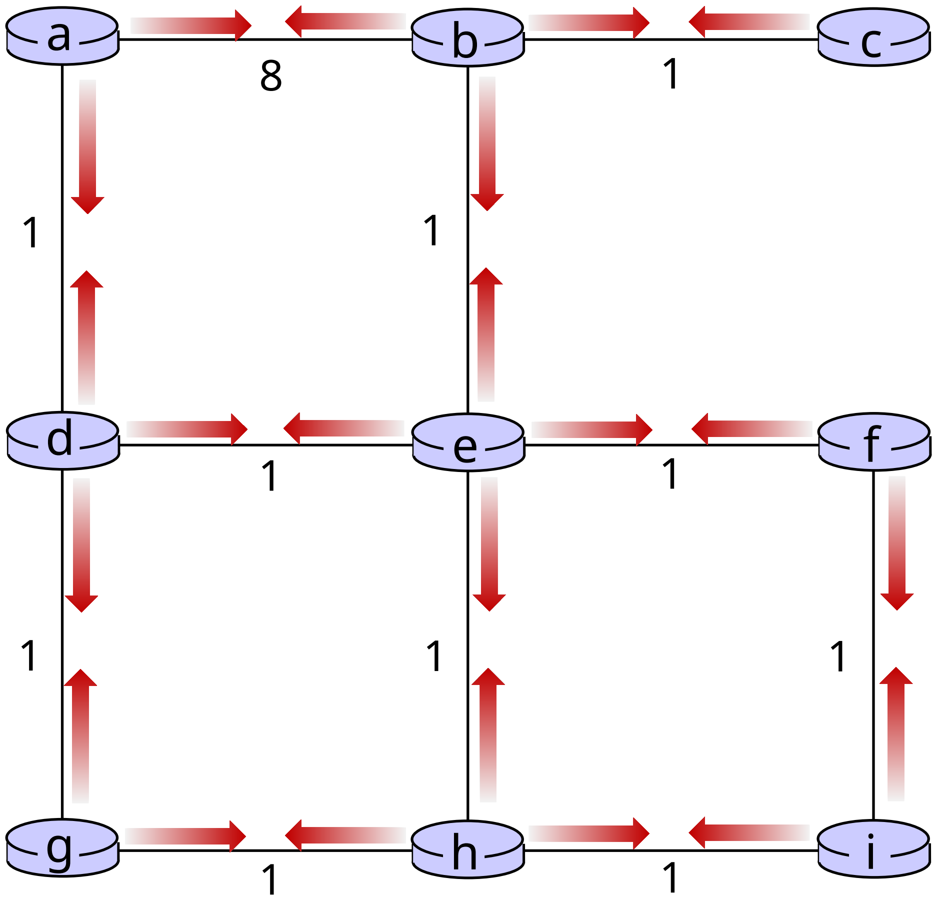
Distance vector example: iteration



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 example: computation

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:

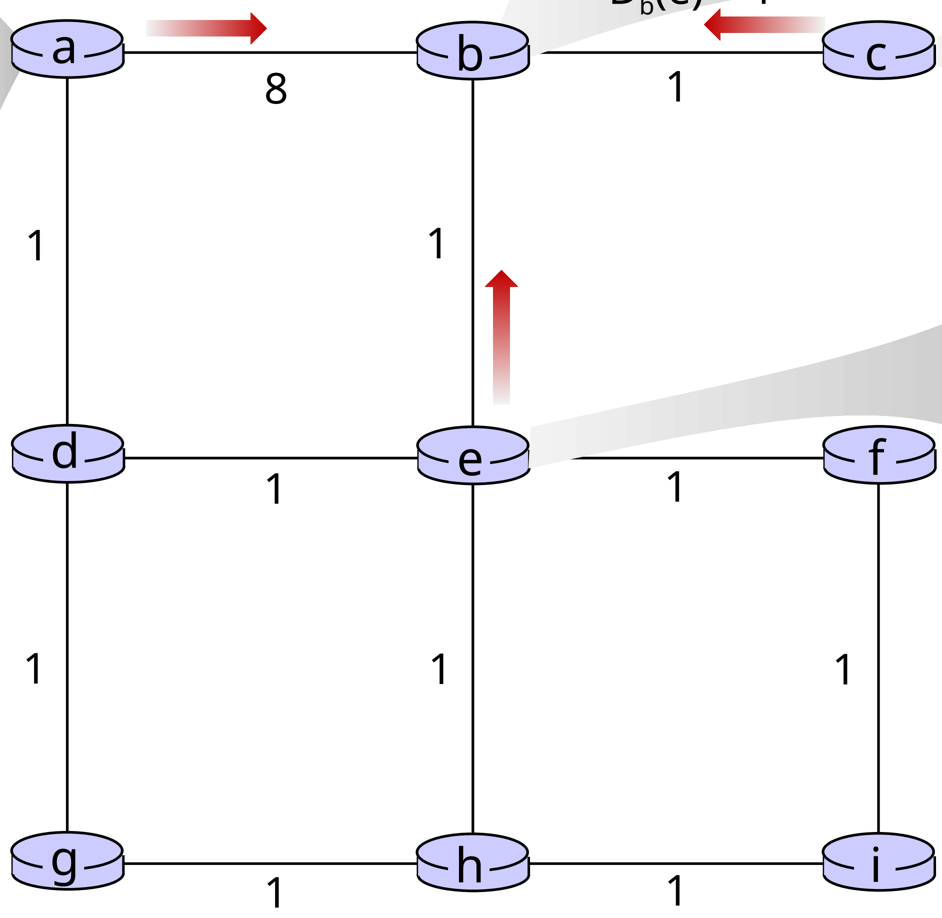
$D_b(a) = 8$ $D_b(f) = \infty$
$D_b(c) = 1$ $D_b(g) = \infty$
$D_b(d) = \infty$ $D_b(h) = \infty$
$D_b(e) = 1$ $D_b(i) = \infty$

DV in c:

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

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 example: computation

t=1

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

DV in a:

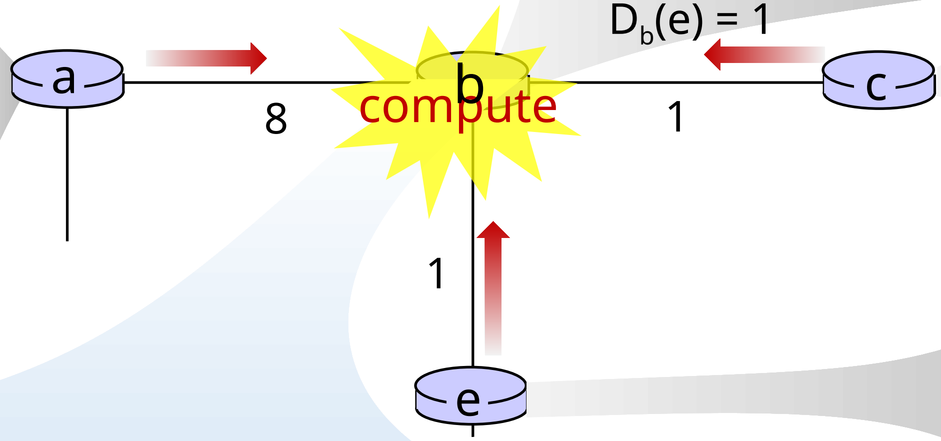
$D_a(a)=0$
$D_a(b) = 8$
$D_a(c) = \infty$
$D_a(d) = 1$
$D_a(e) = \infty$
$D_a(f) = \infty$
$D_a(g) = \infty$
$D_a(h) = \infty$

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:

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



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 example: computation

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:

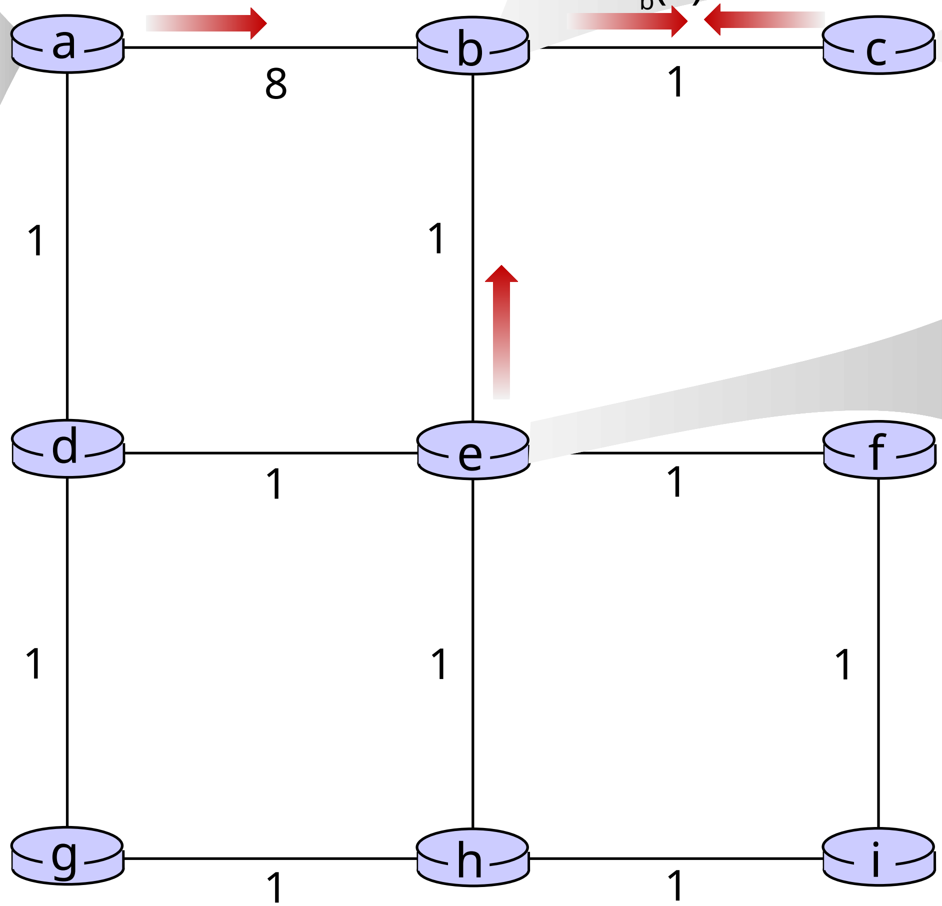
$D_b(a) = 8$
$D_b(c) = 1$
$D_b(d) = \infty$
$D_b(e) = 1$
$D_b(f) = \infty$
$D_b(g) = \infty$
$D_b(h) = \infty$
$D_b(i) = \infty$

DV in c:

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

DV in e:

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



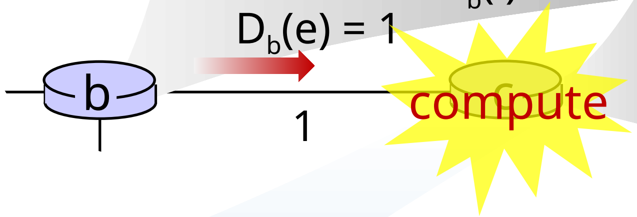
Distance vector example: computation

t=1

- c receives DVs from b computes:

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:

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

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

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

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

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

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

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

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

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

DV in c:

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

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

Distance vector example: computation

t=1

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

DV in b:

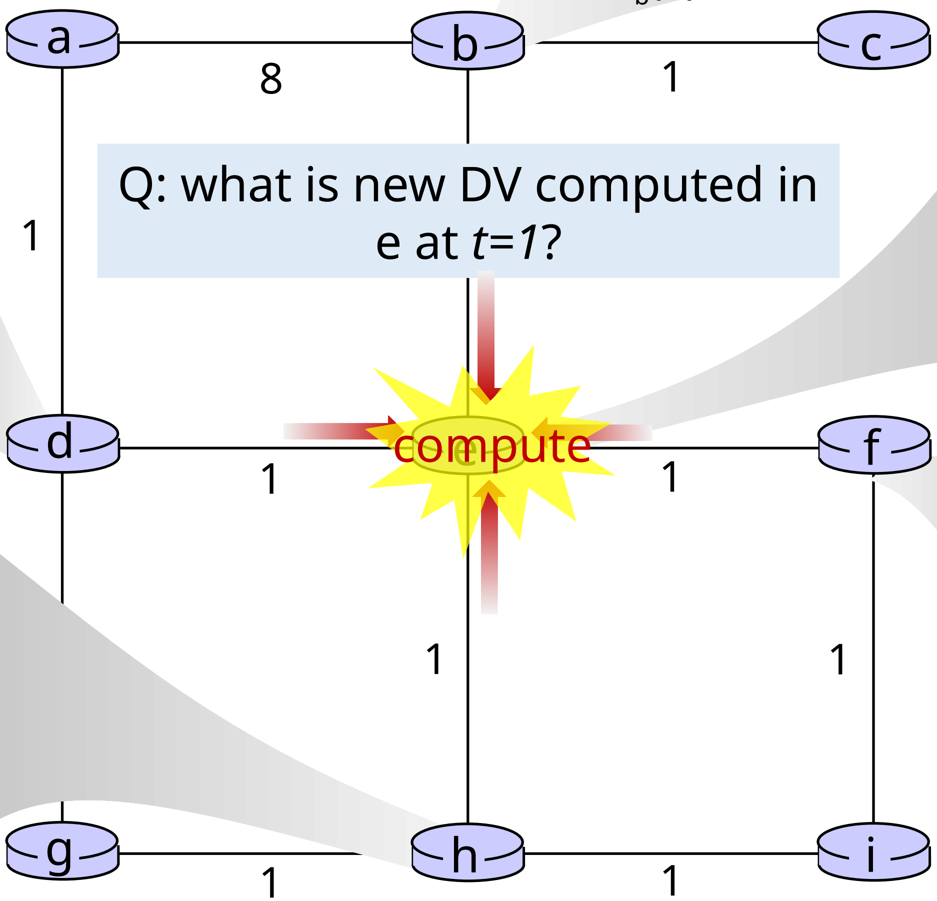
$D_b(a) = 8$
$D_b(c) = 1$
$D_b(d) = \infty$
$D_b(e) = 1$
$D_b(f) = \infty$
$D_b(g) = \infty$
$D_b(h) = \infty$
$D_b(i) = \infty$

DV in

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

DV in e:

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



Q: what is new DV computed in e at *t=1*?

DV in

$D_c(a) = \infty$
$D_c(b) = \infty$
$D_c(c) = \infty$
$D_c(d) = \infty$
$D_c(e) = 1$

DV in f:

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

Distance vector: state information diffusion

Iterative communication, computation steps diffuses information through network:

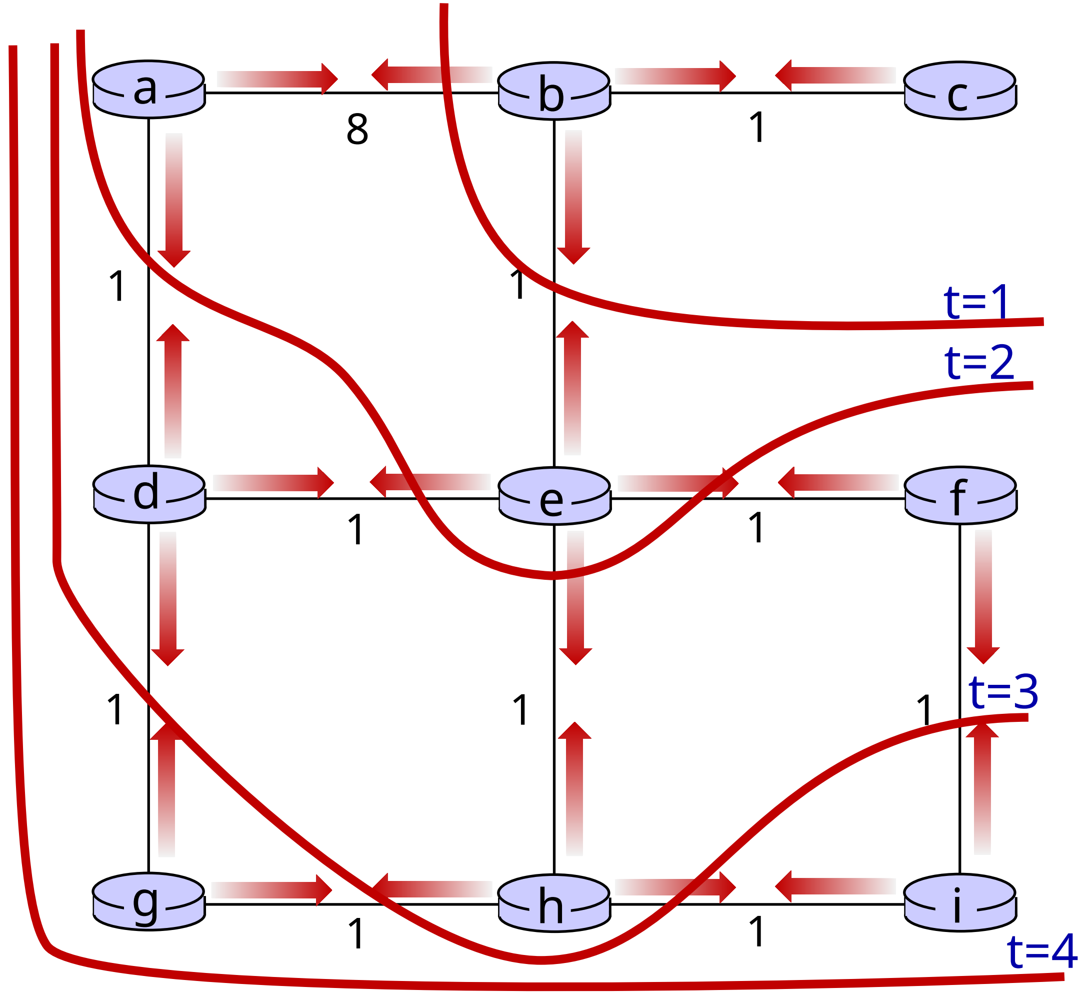
t=0 c's state at t=0 is at c only

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

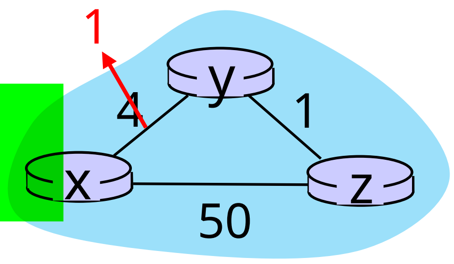
t=4 c's state at t=0 may influence distance vector computations up to **4** hops away, i.e., at g, i



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



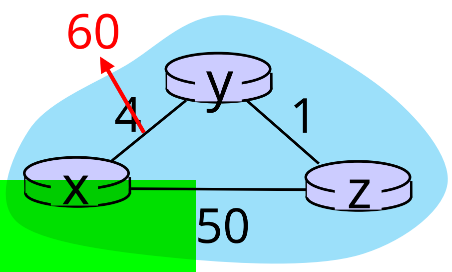
"good news travels fast"

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:
  - *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

Network layer: “control plane” roadmap

- introduction
- routing protocols
- intra-ISP routing: OSPF
- routing among ISPs: BGP
- SDN control plane
- Internet Control Message Protocol

- network management, configuration
  - SNMP
  - NETCONF/YANG

Making routing scalable

skip a lot

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")

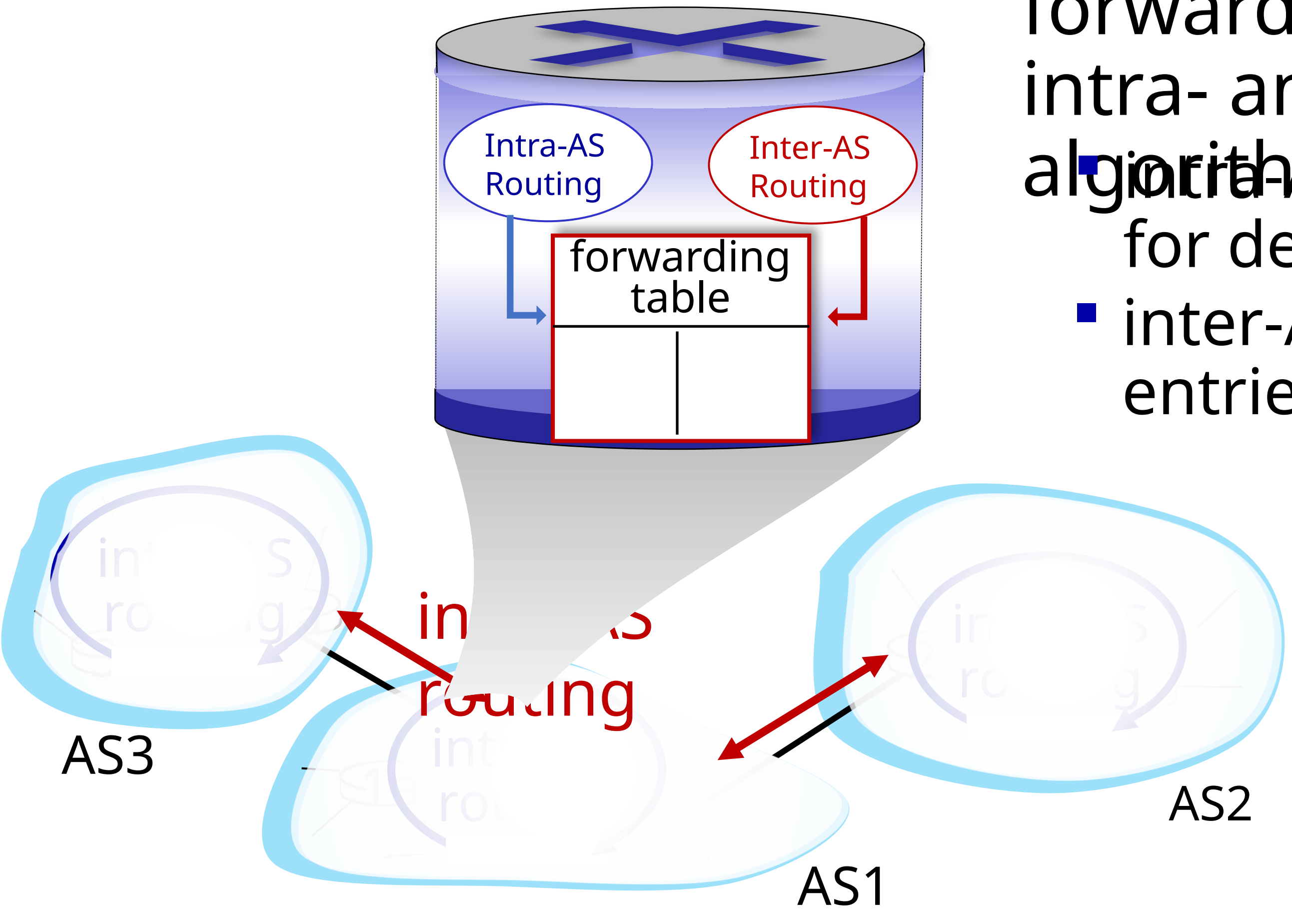
intra-AS (aka "intra-domain"): routing among routers *within same AS ("network")*

- 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

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

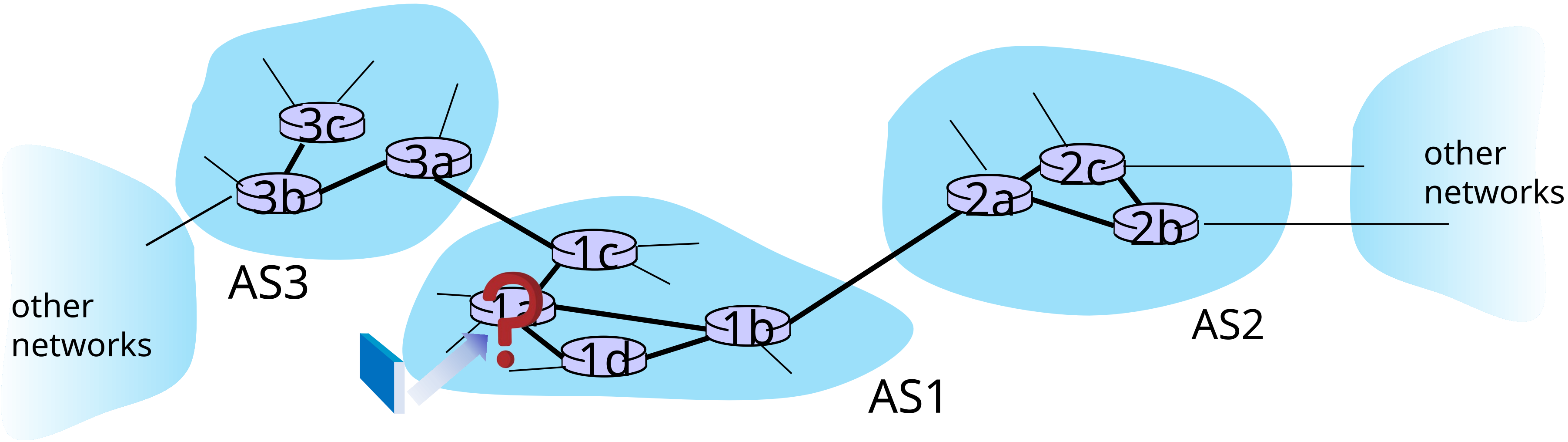
- intra-AS routing determine entries for destinations within AS
- inter-AS & intra-AS determine entries for external destinations

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

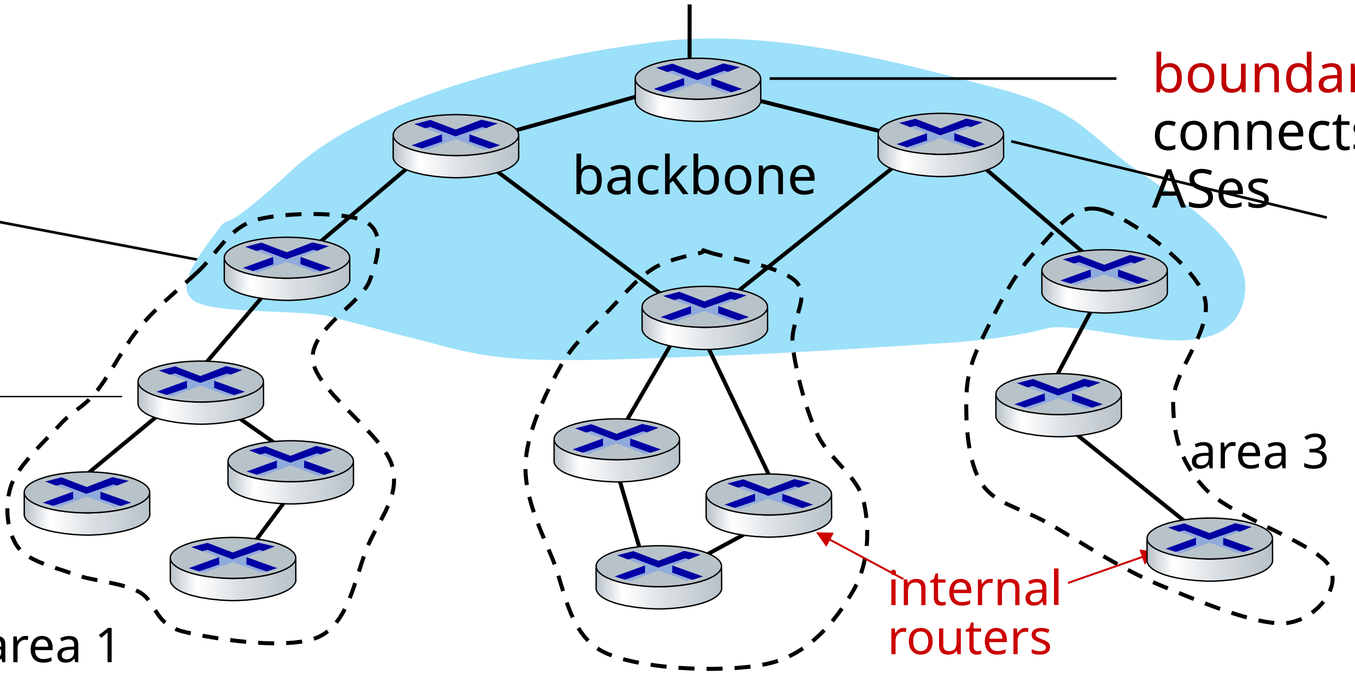
- “open”: publicly available
- classic link-state
  - each router floods OSPF link-state advertisements (directly over IP rather than using TCP/UDP) to all other routers in entire AS
  - multiple link costs metrics possible: bandwidth, delay
  - each router has full topology, uses Dijkstra’s algorithm 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

area border routers: "summarize" distances to destinations in own area, advertise in backbone

local routers:
- flood LS in area only
- compute routing within area
- forward packets to outside via area border router



boundary router: connects to other ASes

backbone router: runs OSPF limited to backbone

Network layer: “control plane” roadmap

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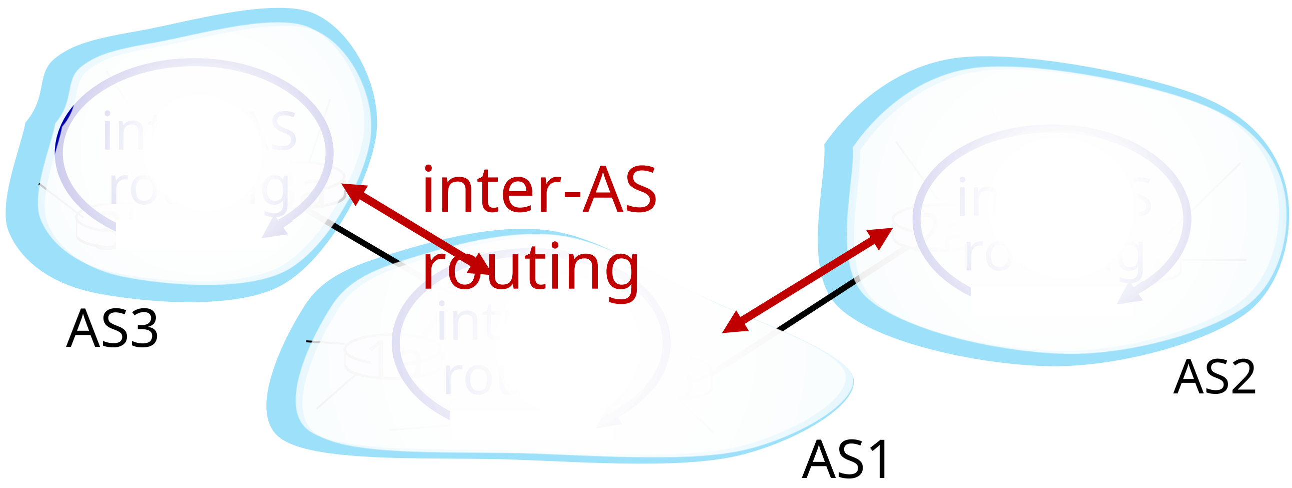
Interconnected ASes

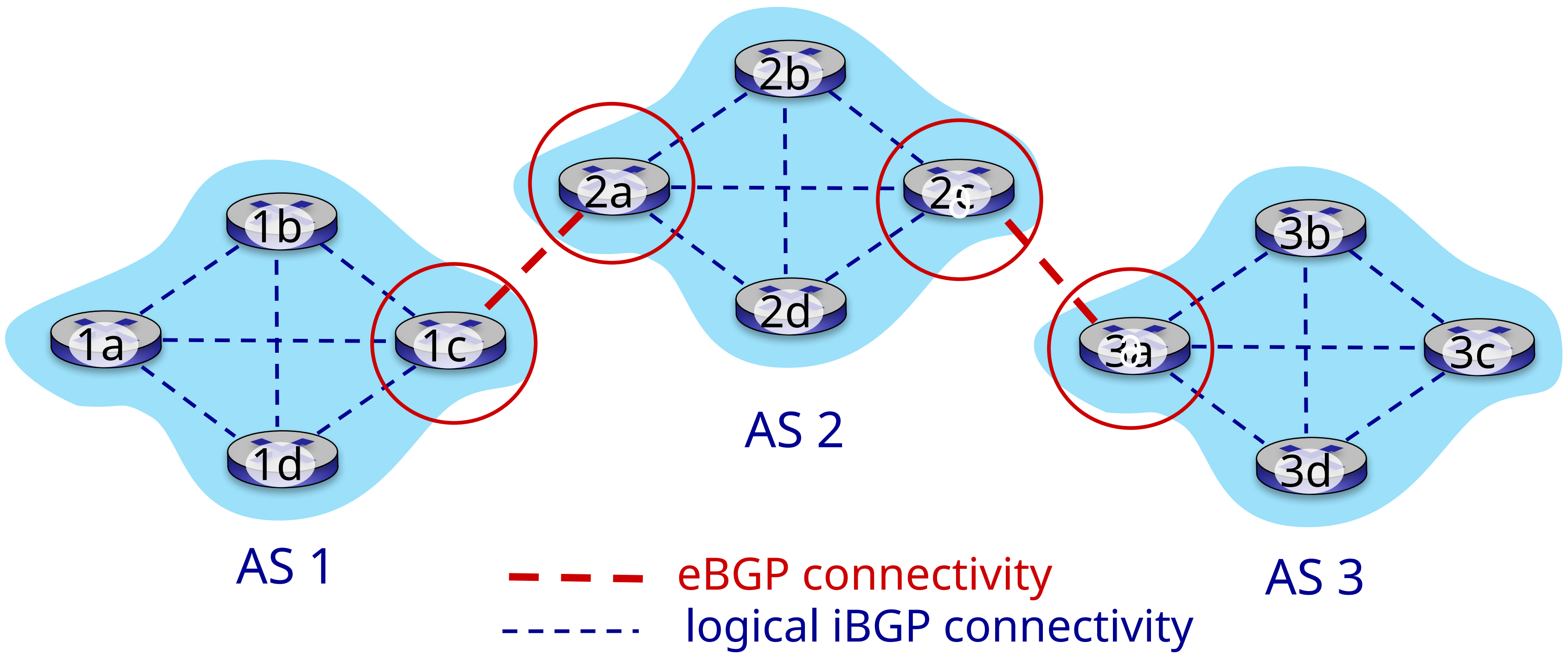


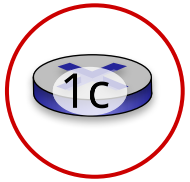
- intra-AS (aka "intra-domain"): routing among routers *within same AS ("network")*
- inter-AS (aka "inter-domain"): routing *among* AS'es

Internet inter-AS routing: BGP

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

eBGP, iBGP connections

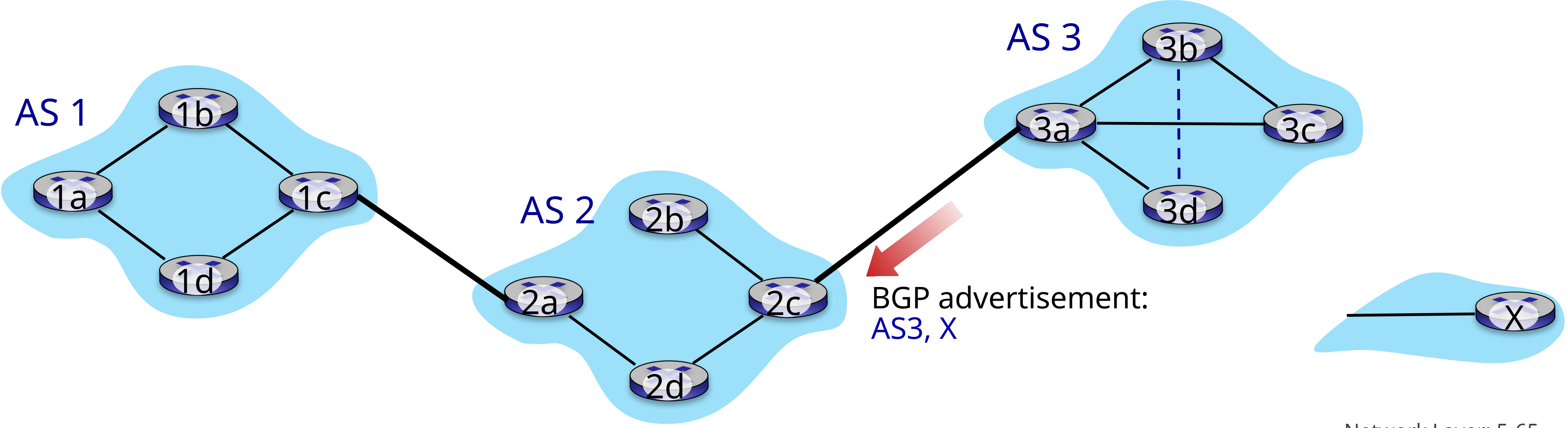




gateway routers run both eBGP and iBGP protocols

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 3a advertises path AS3,X to AS2 gateway 2c:
  - AS3 *promises* to AS2 it will forward datagrams towards X



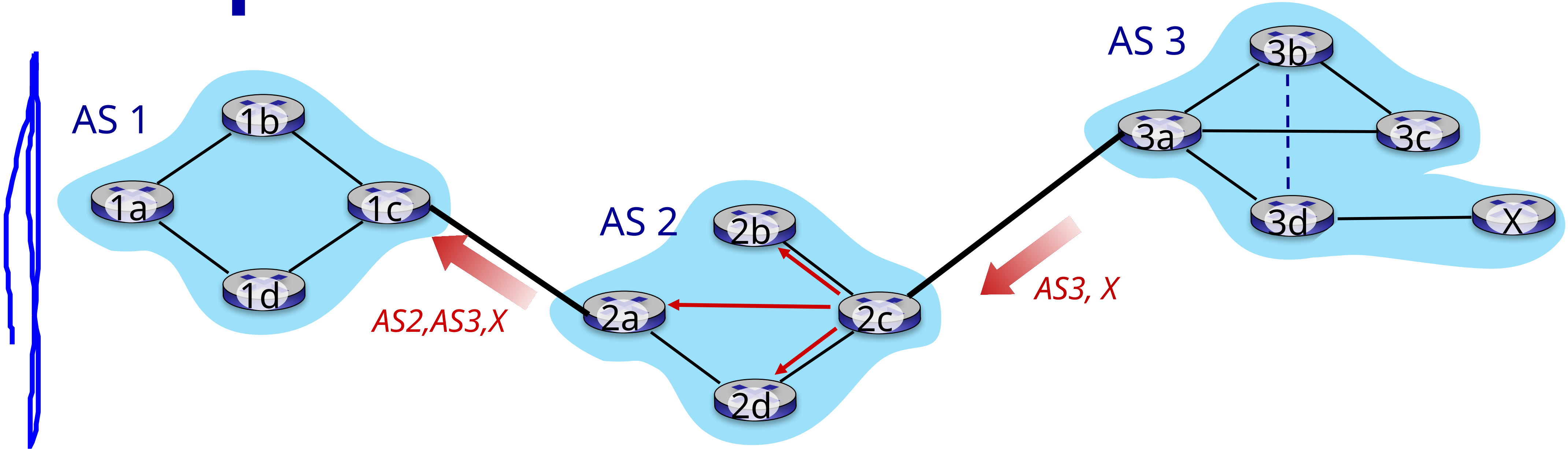
BGP protocol messages

- BGP messages exchanged between peers over TCP connection
- BGP messages [RFC 4371]:
  - OPEN: opens TCP connection to remote BGP peer and authenticates sending BGP peer
  - **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; also used to close connection

Path attributes and BGP routes

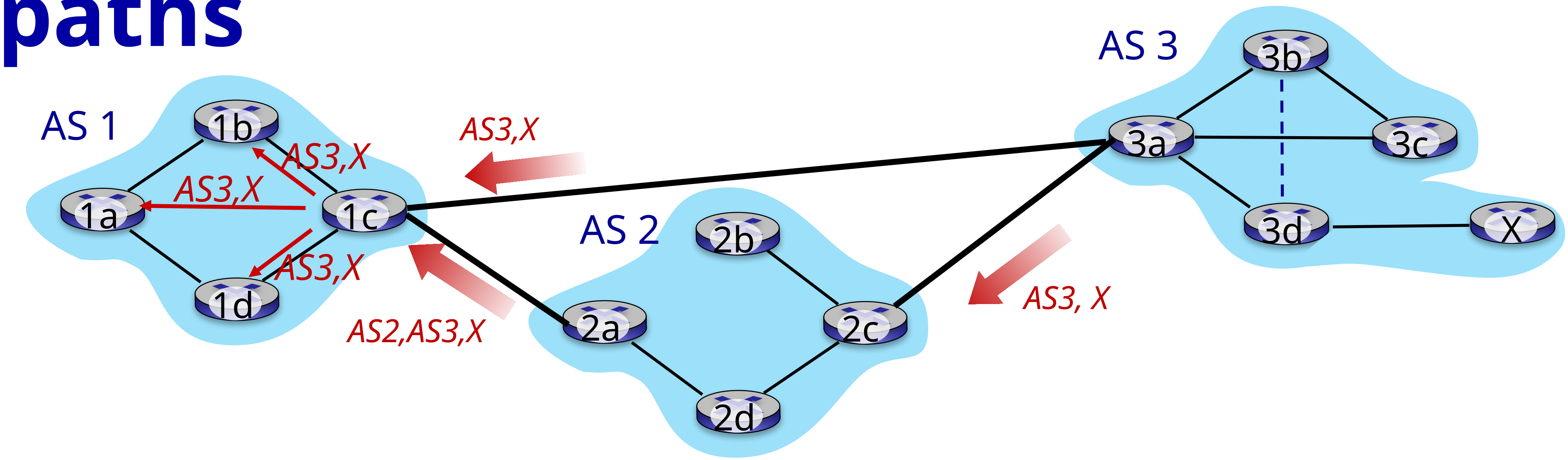
- BGP advertised route: prefix + attributes
  - prefix: destination being advertised
  - two important attributes:
    - AS-PATH: list of ASes through which prefix advertisement has passed
    - NEXT-HOP: indicates specific internal-AS router to next-hop AS
- policy-based routing:
  - gateway receiving 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

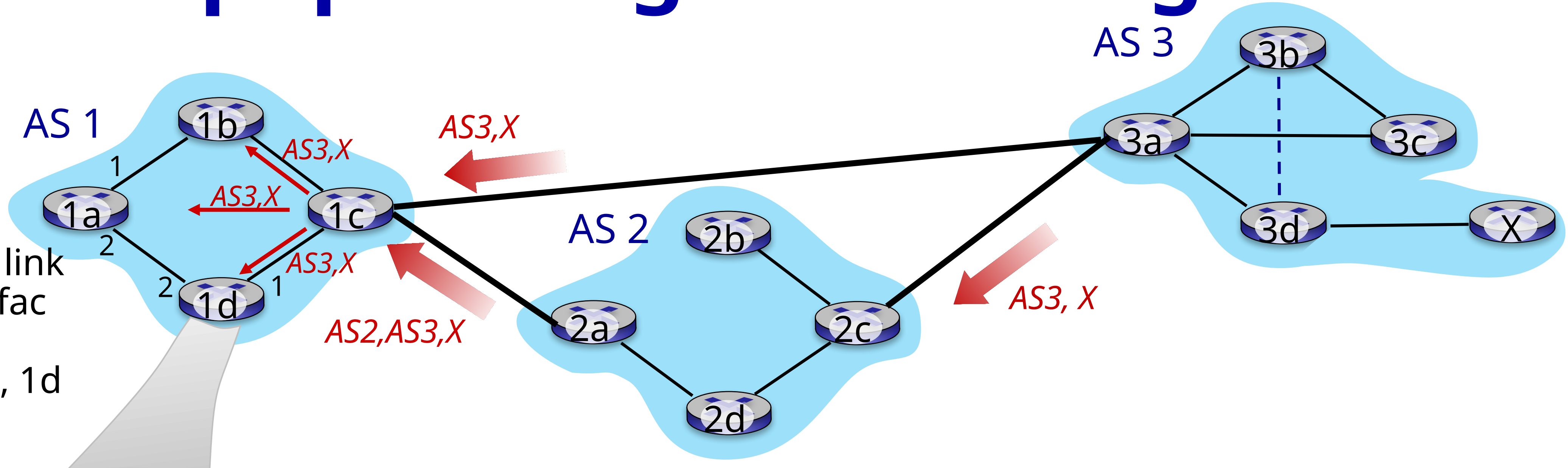
BGP path advertisement: multiple paths



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: populating forwarding tables

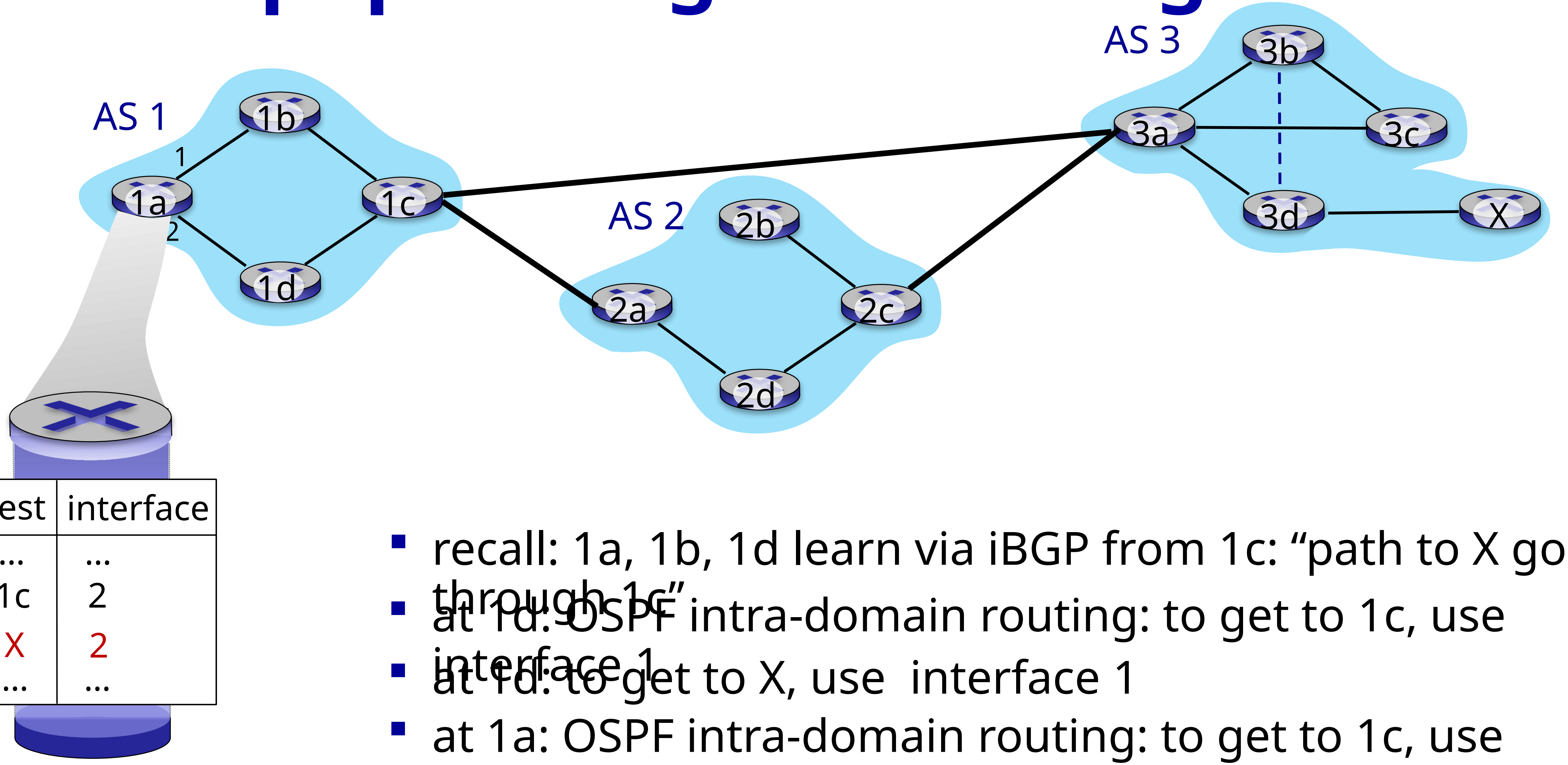


local link interfaces at 1a, 1d

dest	interface
…	…
1c	1
X	1
…	…

- recall: 1a, 1b, 1d learn via iBGP from 1c: “path to X goes through 1c”
- at 1d: OSPF intra-domain routing: to get to 1c, use interface 1
- at 1d: to get to X, use interface 1

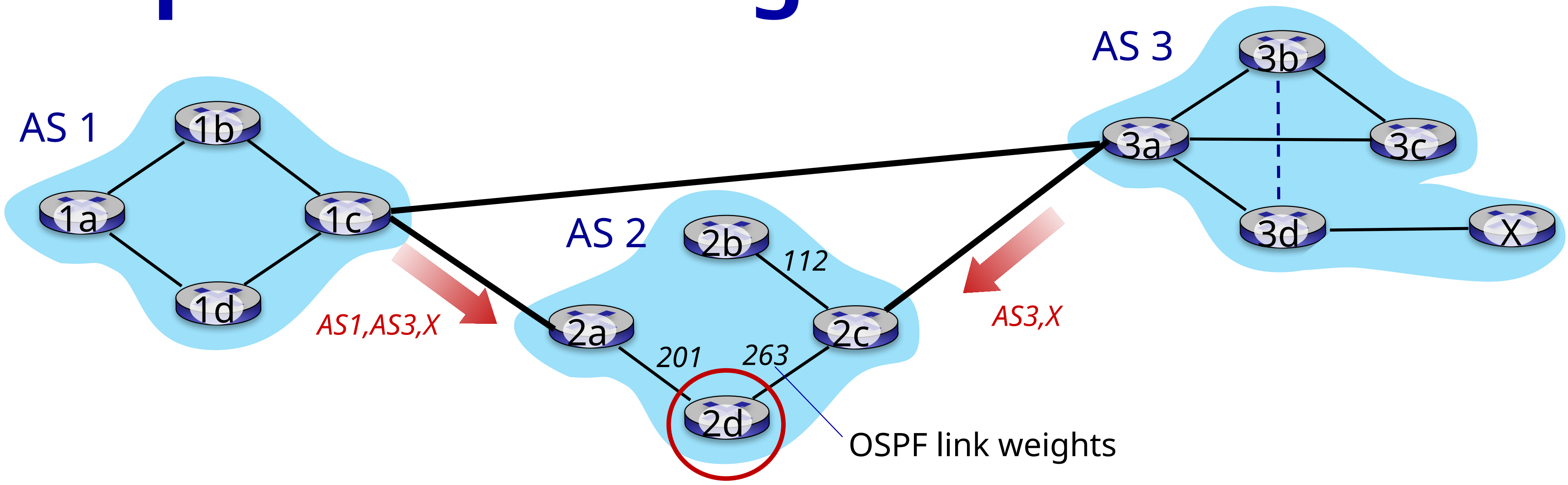
BGP: populating forwarding tables



dest	interface
…	…
1c	2
X	2
…	…

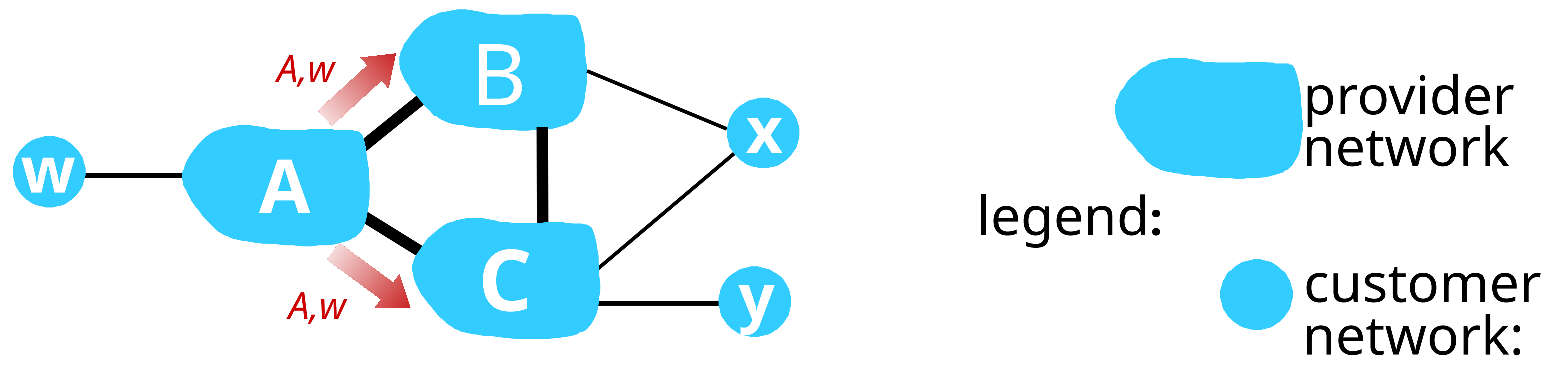
- recall: 1a, 1b, 1d learn via iBGP from 1c: "path to X goes through 1c"
- at 1d: OSPF intra-domain routing: to get to 1c, use interface 1
- at 1d: to get to X, use interface 1
- at 1a: OSPF intra-domain routing: to get to 1c, use interface 2
- at 1a: to get to X, use interface 2

Hot potato routing



- 2d learns (via iBGP) it can route to X via 2a or 2c
- hot potato routing: choose local gateway that has least *intra-domain* cost (e.g., 2d chooses 2a, even though more AS hops to *X*): don't worry about inter-domain cost!

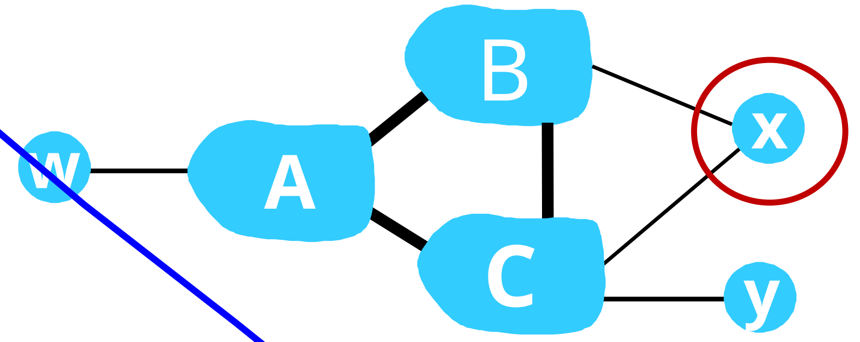
BGP: achieving policy via advertisements



ISP only wants to route traffic to/from its customer networks (does not want to carry transit traffic between other ISPs – a typical "real world" policy)

- A advertises path Aw to B and to C
- B *chooses not to advertise* BAw to C!
  - B gets no "revenue" for routing CBAw, since none of C, A, w are B's customers
  - C does *not* learn about CBAw path
- C will route CAw (not using B) to get to w

BGP: achieving policy via advertisements (more)



ISP only wants to route traffic to/from its customer networks (does not want to carry transit traffic between other ISPs – a typical “real world” policy)

- A,B,C are provider networks
- x,w,y are customer (of provider networks)
- x is dual-homed: attached to two networks
- *policy to enforce:* x does not want to route from B to C via x
  - .. so x will not advertise to B a route to C

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

Why different Intra-, Inter-AS routing ?

policy:

- inter-AS: admin wants control over how its traffic routed, who routes through its network
- intra-AS: single admin, so policy less of an issue

scale:

- hierarchical routing saves table size, reduced update traffic

performance:

- intra-AS: can focus on performance
- inter-AS: policy dominates over performance

Network layer: "control plane" roadmap

- introduction
- routing protocols
- intra-ISP routing: OSPF
- routing among ISPs: BGP
- SDN control plane
- Internet Control Message Protocol

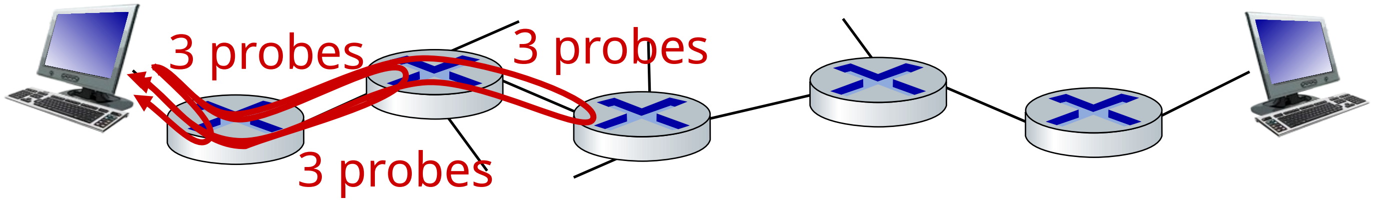
- network management, configuration
  - SNMP
  - NETCONF/YANG

ICMP: internet control message protocol

- used by hosts and routers to communicate network-level information
  - error reporting: unreachable host, network, port, protocol
  - echo request/reply (used by ping)
- network-layer "above" IP:
  - ICMP messages 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 sets of UDP segments to destination
  - 1^{st} set has TTL =1, 2^{nd} set has TTL=2, etc.
- datagram in *n*th set arrives to nth router:
  - router discards datagram and sends source ICMP message (type 11, code 0)
  - ICMP message possibly includes name of router & IP address
- when ICMP message arrives at source: record RTTs

stopping criteria:

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