CS3205 Computer Networks Lab 4 Report

(Jan - May 2021 - Prof. Siva Ram Murthy)

Assignment 3: **OSPF Routing Algorithm**

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Aim

The purpose of this assignment is to implement a simplified version of the OSPF routing protocol. We will implement Dijstra's Algorithm (SSSP) to compute shortest path links from a source to all the nodes (here routers).

Introduction

End systems consist of devices connected to routers using switches. Routers are the networking device which carries packets from one network to another. This communication between routers happens in the networking layer across links and is called **Internet routing**.

The Internet routing is based on the AS concept (Autonomous systems). An AS (also known as routing domain) is a region of network under a single administrative domain. It has a collection of routers within an administration. There are two types of routing protocols:

1. Interior Gateway Protocols (IGP): Also called Intra-domain routing protocol or Intra-AS routing. It is used for routing within the autonomous system. Companies and organizations use IGP on their internal networks. Examples include RIP (Routing Information Protocol), OSPF (Open Shortest Path First) routing protocol, etc.
2. Exterior Gateway Protocols (EGP): Also called Inter-AS routing. It is used for routing between autonomous systems. Service providers and large companies interact using EGP. Example of EGP is Border Gateway Protocol (BGP) which is used by the Internet.

We will consider OSPF routing protocol and achieve a limited form of intra-AS routing. This protocol focuses on finding the shortest path possible between two routers. It uses Dijstra's algorithm (SSSP) to determine the shortest paths. To perform this algorithm, first every router needs to get an outline of the complete network topology. One of the ways to do this is using **flooding** which advertises the link state of each router to all its neighbours and they propagate it further.

OSPF Algorithm

OSPF routing protocol consists of three phases happening in parallel:

A) Exchange HELLO packets: Each server sends HELLO packets and simultaneously receives it. After receiving the packet, it sends pack HELLOREPLY packet which also consists of the link cost (edge) in communicating between these two neighbours. During runtime, link cost continuously keeps varying hence this exchange happens in a regular interval of time.

B) Link State Protocol or Link State Advertisement (LSP/LSA): Each router or node has information about only its neighbour edges. But it needs all the edge weights (complete topology), hence it performs link state advertisement. As all the edge weights keep changing, the LSP also keeps happening in regular intervals and updates the topology.

C) Find shortest path: Now that the topology which consists of a graph is found, we perform shortest path algorithm at each router for it knows the best route to any of the nodes in the system. We will use Dijstra's Single Source Shortest Path (SSSP) algorithm. As all the edges are updating continuously, this algorithm is also repeated in a regular interval of time.

Implementation details

Main function: The main program extracts the arguments, parses the input file and creates the basic neighbour topology along with the range of edge weights we can have. Next it uses four threads to perform the three steps of the OSPF algorithm. The first one is used to independently receive any message from the rest of the servers. The other three are used to send HELLO packets until acknowledgement, send LSA messages and perform Dijstra's algorithm. The main thread later sleeps for 65 seconds. So the Dijstra's algorithm works around 3 times for all the servers if Z = 20 (default).

The main function takes 6 arguments which are:

argv	name	details
1	id	Router id for which the routing table will be made
2	inputFile	The input file which has all the edges and range of edge weights
3	outputFile	The output file where the routing table will be appended after every Z seconds
4	X	Time interval for performing step A of OSPF algorithm
5	Y	Time interval for performing step B of OSPF algorithm
6	Z	Time interval for performing step C of OSPF algorithm

It forms the array of server class and updates the neighbors and edge weights lengths. Next it invokes 4 threads executing concurrently.

Server structure: I maintained a class for all the nodes along the root node which is the router itself. This structure stores private and public data required by the main program. It stores the socket details, all the corresponding neighbours from the input file, the range of edge weights for each neighbour and the edge weights. I have added some getter and setter functions and their details are mentioned above each function declaration.

The executable ospf is invoked for all the routers concurrently. All of them behave as servers and clients simultaneously.

Observations and Results

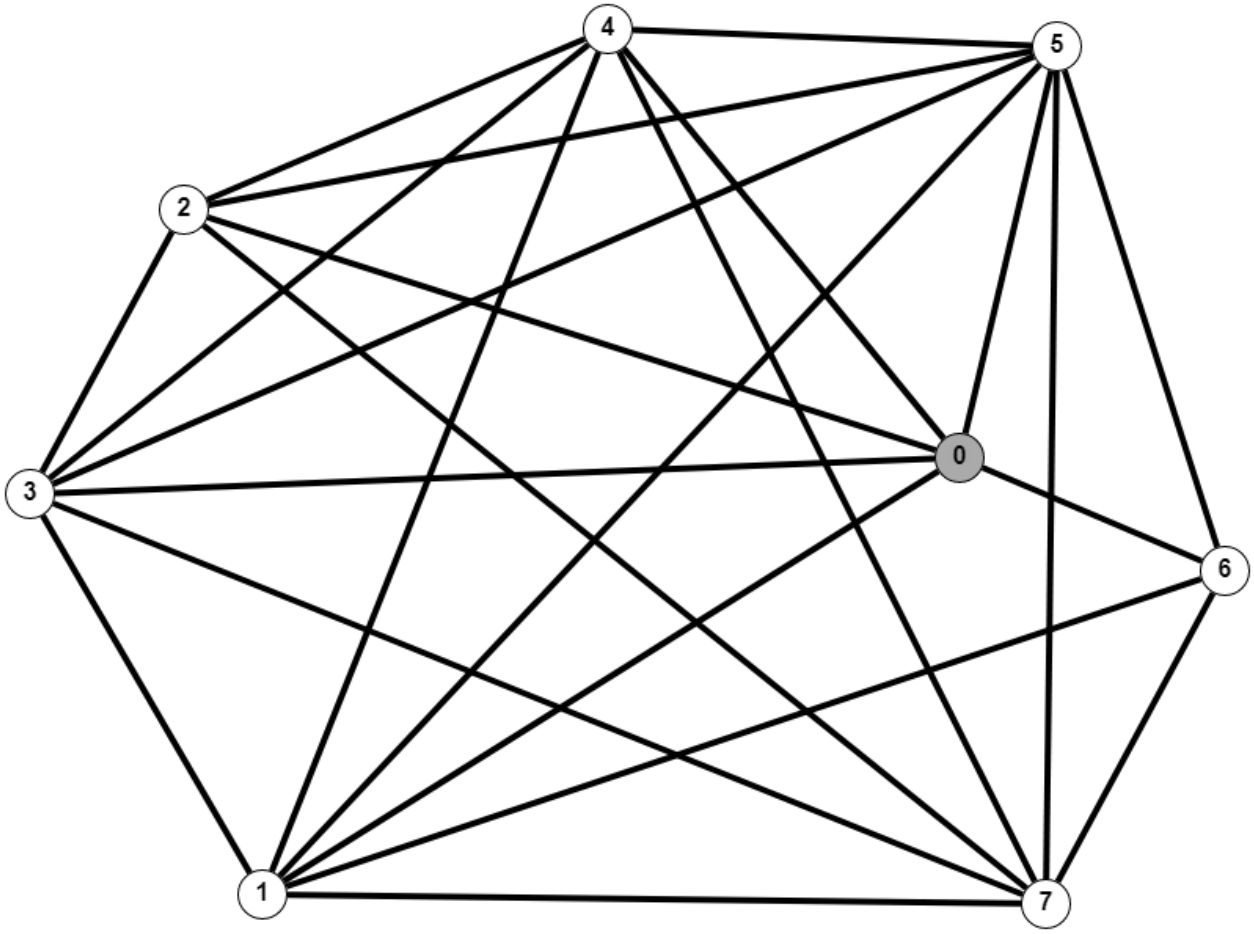
The main thread runs for 65 seconds. Hence Dijstra's algorithm works for around 3 times for every server if Z = 20 (default).

The two input topologies used in the program were the following:

input1.txt

8 23
0 1 2 10
0 2 4 15
0 3 6 7
0 4 3 10
0 5 2 11
0 6 9 11
1 3 10 12
1 4 7 10
1 5 9 13
1 6 7 12
1 7 7 21
2 3 8 19
2 4 13 15
2 5 1 4
2 7 10 11
3 4 3 4
3 5 11 11
3 7 1 20
4 5 11 15
4 7 10 19
5 6 1 2

5 7 9 19
6 7 10 25



After running the script, the output files contain:

outputOSPF0.txt

Routing Table for Node No. 0 at Time 0

Destination	Path	Cost
0	0	0
1	01	8
2	052	4
3	03	6
4	04	4
5	05	3
6	056	4
7	057	12

Routing Table for Node No. 0 at Time 20

Destination	Path	Cost

0	0	0
1	01	8
2	052	4
3	03	6
4	04	4
5	05	3
6	056	4
7	057	12

Routing Table for Node No. 0 at Time 40

Destination	Path	Cost
0	0	0
1	01	8
2	052	4
3	03	6
4	04	4
5	05	3
6	056	4
7	057	12

outputOSPF1.txt

Routing Table for Node No. 1 at Time 0

Destination	Path	Cost
0	10	8
1	1	0
2	1052	12
3	143	11
4	14	8
5	105	11
6	16	10
7	17	10

Routing Table for Node No. 1 at Time 20

Destination	Path	Cost
0	10	8
1	1	0
2	1052	12
3	143	11
4	14	8
5	105	11
6	16	10
7	17	10

Routing Table for Node No. 1 at Time 40

Destination	Path	Cost
0	10	8
1	1	0
2	1052	12
3	143	11
4	14	8
5	105	11
6	16	10
7	17	10

outputOSPF2.txt

Routing Table for Node No. 2 at Time 0

Destination	Path	Cost
0	250	4
1	251	11
2	2	0
3	23	9
4	2504	8
5	25	2
6	256	3
7	27	10

Routing Table for Node No. 2 at Time 20

Destination	Path	Cost
0	250	4
1	251	11
2	2	0
3	2503	10
4	2504	8
5	25	2
6	256	3
7	27	10

Routing Table for Node No. 2 at Time 40

Destination	Path	Cost
0	250	4
1	251	11
2	2	0
3	2503	10
4	2504	8
5	25	2
6	256	3
7	27	10

outputOSPF3.txt

Routing Table for Node No. 3 at Time 0

Destination	Path	Cost
0	30	6
1	301	14
2	32	9
3	3	0
4	34	3
5	305	9
6	3056	10
7	37	9

Routing Table for Node No. 3 at Time 20

Destination	Path	Cost
0	30	6
1	301	14
2	32	9
3	3	0
4	34	3
5	305	9
6	3056	10
7	37	9

Routing Table for Node No. 3 at Time 40

Destination	Path	Cost
0	30	6
1	301	14
2	32	9
3	3	0
4	34	3
5	305	9
6	3056	10
7	37	9

outputOSPF4.txt

Routing Table for Node No. 4 at Time 0

Destination	Path	Cost
0	40	4
1	401	12
2	4052	8
3	43	3
4	4	0
5	405	7
6	4056	8

7	437	12

Routing Table for Node No. 4 at Time 20

Destination	Path	Cost
0	40	4
1	401	12
2	4052	8
3	43	3
4	4	0
5	405	7
6	4056	8
7	437	12

Routing Table for Node No. 4 at Time 40

Destination	Path	Cost
0	40	4
1	401	12
2	4052	8
3	43	3
4	4	0
5	405	7
6	4056	8
7	437	12

outputOSPF5.txt

Routing Table for Node No. 5 at Time 0

Destination	Path	Cost
0	50	3
1	51	9
2	52	2
3	503	9
4	504	7
5	5	0
6	56	1
7	57	12

Routing Table for Node No. 5 at Time 20

Destination	Path	Cost
0	50	3
1	51	9
2	52	3
3	503	9
4	504	7
5	5	0

6	56	1
7	57	12

Routing Table for Node No. 5 at Time 40

Destination	Path	Cost
0	50	3
1	51	9
2	52	2
3	503	9
4	504	7
5	5	0
6	56	2
7	57	12

outputOSPF6.txt

Routing Table for Node No. 6 at Time 0

Destination	Path	Cost
0	650	3
1	61	10
2	652	2
3	6503	9
4	6504	7
5	65	1
6	6	0
7	657	10

Routing Table for Node No. 6 at Time 20

Destination	Path	Cost
0	650	3
1	61	10
2	652	2
3	6503	9
4	6504	7
5	65	1
6	6	0
7	657	10

Routing Table for Node No. 6 at Time 40

Destination	Path	Cost
0	650	3
1	61	10
2	652	2
3	6503	9
4	6504	7

5	65	1
6	6	0
7	657	10

outputOSPF7.txt

Routing Table for Node No. 7 at Time 0

Destination	Path	Cost
0	750	14
1	71	10
2	72	10
3	73	9
4	734	12
5	75	12
6	76	12
7	7	0

Routing Table for Node No. 7 at Time 20

Destination	Path	Cost
0	750	14
1	71	10
2	72	10
3	73	9
4	734	12
5	75	12
6	756	13
7	7	0

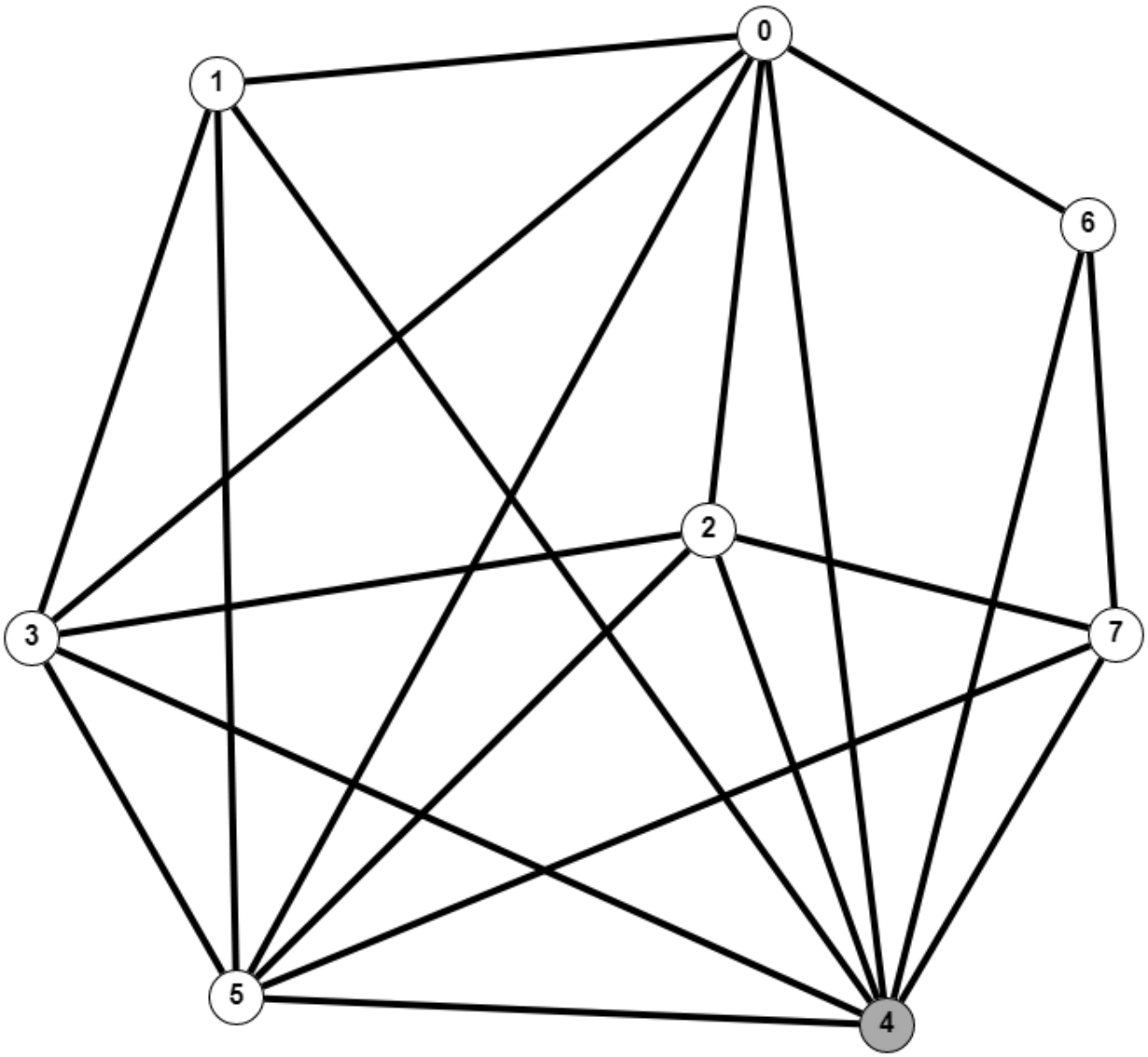
Routing Table for Node No. 7 at Time 40

Destination	Path	Cost
0	750	14
1	71	10
2	72	10
3	73	9
4	734	12
5	75	12
6	76	12
7	7	0

input2.txt

8 20
0 1 2 10
0 2 4 15

0 3 6 7
0 4 3 10
0 5 2 11
1 3 10 12
1 4 7 10
1 5 9 13
2 3 8 19
2 4 13 15
2 5 1 4
3 4 3 4
3 5 11 11
4 5 11 15
6 0 10 15
6 4 2 10
6 7 19 20
7 2 5 7
7 4 8 10
7 5 23 25



After running the script, the output files contain:

outputOSPF0.txt

Routing Table for Node No. 0 at Time 0

Destination	Path	Cost
0	0	0
1	01	8
2	052	4
3	03	6
4	04	4
5	05	3
6	06	12
7	0527	10

Routing Table for Node No. 0 at Time 20

Destination	Path	Cost
0	0	0
1	01	8
2	052	4
3	03	6
4	04	4
5	05	3
6	06	12
7	0527	10

Routing Table for Node No. 0 at Time 40

Destination	Path	Cost
0	0	0
1	01	8
2	052	4
3	03	6
4	04	4
5	05	3
6	06	12
7	0527	10

outputOSPF1.txt

Routing Table for Node No. 1 at Time 0

Destination	Path	Cost
0	10	8
1	1	0
2	152	10
3	13	10
4	14	7
5	15	9
6	146	15
7	147	15

Routing Table for Node No. 1 at Time 20

Destination	Path	Cost
0	10	8
1	1	0
2	152	10
3	143	10
4	14	7
5	15	9
6	146	15

7 147 15

Routing Table for Node No. 1 at Time 40
Destination Path Cost
0 10 8
1 1 0
2 152 10
3 143 10
4 14 7
5 15 9
6 146 15
7 147 15

outputOSPF2.txt
Routing Table for Node No. 2 at Time 0
Destination Path Cost
0 250 3
1 251 10
2 2 0
3 2503 9
4 2504 7
5 25 1
6 2506 15
7 27 6

Routing Table for Node No. 2 at Time 20
Destination Path Cost
0 250 3
1 251 10
2 2 0
3 2503 9
4 2504 7
5 25 1
6 2506 15
7 27 6

Routing Table for Node No. 2 at Time 40
Destination Path Cost
0 250 3
1 251 10
2 2 0
3 2503 9
4 2504 7
5 25 1

6	2506	15
7	27	6

outputOSPF3.txt

Routing Table for Node No. 3 at Time 0

Destination	Path	Cost
0	30	6
1	31	10
2	3052	10
3	3	0
4	34	3
5	305	9
6	346	11
7	347	11

Routing Table for Node No. 3 at Time 20

Destination	Path	Cost
0	30	6
1	31	10
2	3052	10
3	3	0
4	34	3
5	305	9
6	346	11
7	347	11

Routing Table for Node No. 3 at Time 40

Destination	Path	Cost
0	30	6
1	31	10
2	3052	10
3	3	0
4	34	3
5	305	9
6	346	11
7	347	11

outputOSPF4.txt

Routing Table for Node No. 4 at Time 0

Destination	Path	Cost
0	40	4
1	41	7
2	4052	8
3	43	3

4	4	0
5	405	7
6	46	8
7	47	8

Routing Table for Node No. 4 at Time 20

Destination	Path	Cost
0	40	4
1	41	7
2	4052	8
3	43	3
4	4	0
5	405	7
6	46	8
7	47	8

Routing Table for Node No. 4 at Time 40

Destination	Path	Cost
0	40	4
1	41	7
2	4052	8
3	43	3
4	4	0
5	405	7
6	46	8
7	47	8

outputOSPF5.txt

Routing Table for Node No. 5 at Time 0

Destination	Path	Cost
0	50	3
1	51	9
2	52	1
3	503	9
4	504	7
5	5	0
6	506	15
7	5047	15

Routing Table for Node No. 5 at Time 20

Destination	Path	Cost
0	50	3
1	51	9
2	52	1

3	503	9
4	504	7
5	5	0
6	506	15
7	5047	15

Routing Table for Node No. 5 at Time 40

Destination	Path	Cost
0	50	3
1	51	9
2	52	1
3	503	9
4	504	7
5	5	0
6	506	15
7	5047	15

outputOSPF6.txt

Routing Table for Node No. 6 at Time 0

Destination	Path	Cost
0	60	12
1	641	15
2	6052	16
3	643	11
4	64	8
5	605	15
6	6	0
7	647	16

Routing Table for Node No. 6 at Time 20

Destination	Path	Cost
0	60	12
1	641	15
2	6052	16
3	643	11
4	64	8
5	605	15
6	6	0
7	647	16

Routing Table for Node No. 6 at Time 40

Destination	Path	Cost
0	60	12
1	641	15

2	6052	16
3	643	11
4	64	8
5	605	15
6	6	0
7	647	16

outputOSPF7.txt

Routing Table for Node No. 7 at Time 0

Destination	Path	Cost
0	740	12
1	741	15
2	74052	16
3	743	11
4	74	8
5	7405	15
6	746	16
7	7	0

Routing Table for Node No. 7 at Time 20

Destination	Path	Cost
0	740	12
1	741	15
2	74052	16
3	743	11
4	74	8
5	7405	15
6	746	16
7	7	0

Routing Table for Node No. 7 at Time 40

Destination	Path	Cost
0	740	12
1	741	15
2	74052	16
3	743	11
4	74	8
5	7405	15
6	746	16
7	7	0

Conclusions

The OSPF algorithm runned successfully across the routers. As the messages sent are UDP packets we don’t have any feedback mechanism for LSA and HELLOREPLY message. Also we haven’t considered time to live in the implementation for the simplicity of assignment.