

# **CSC4200/5200 – COMPUTER NETWORKING**

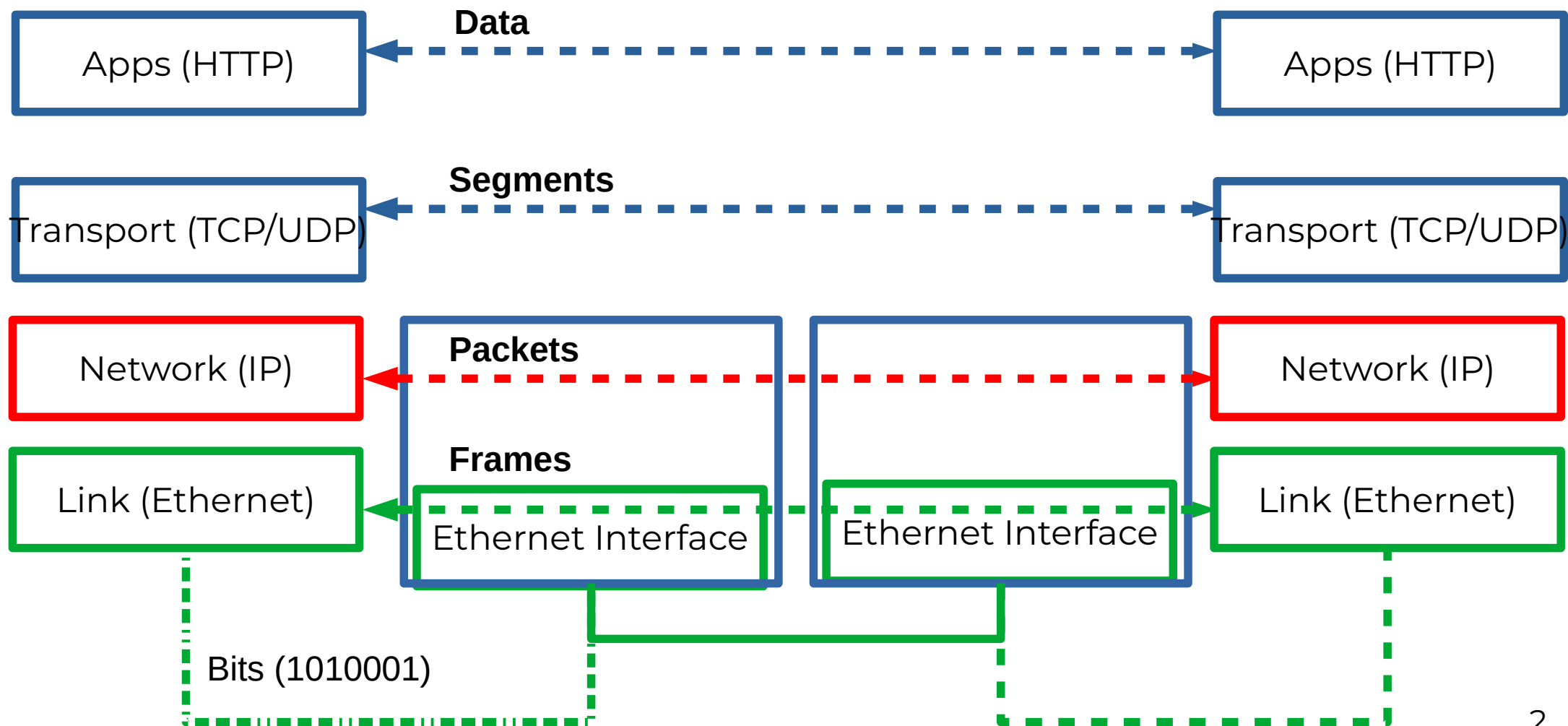
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**BGP - CONTINUED**

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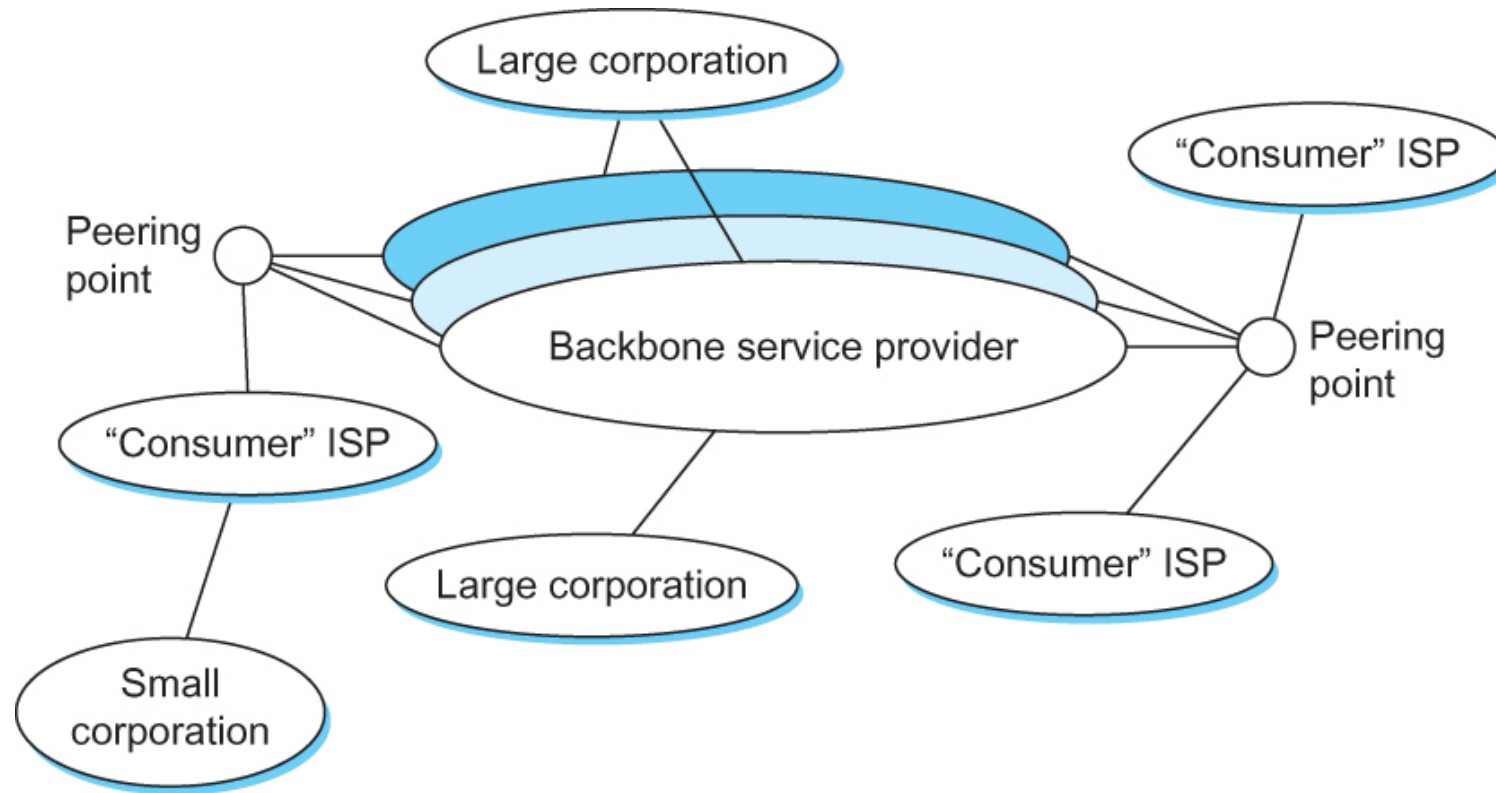
# So far...

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- Routing  
How do we scale routing?

# Internet now

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# Hierarchical routing - Policy

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*scale:* with 600 million destinations:

- can't store all dest's in routing tables!
- routing table exchange would swamp links!

*administrative autonomy*

- internet = network of networks
- each network admin may want to control routing in its own network

# Autonomous systems (ASes)

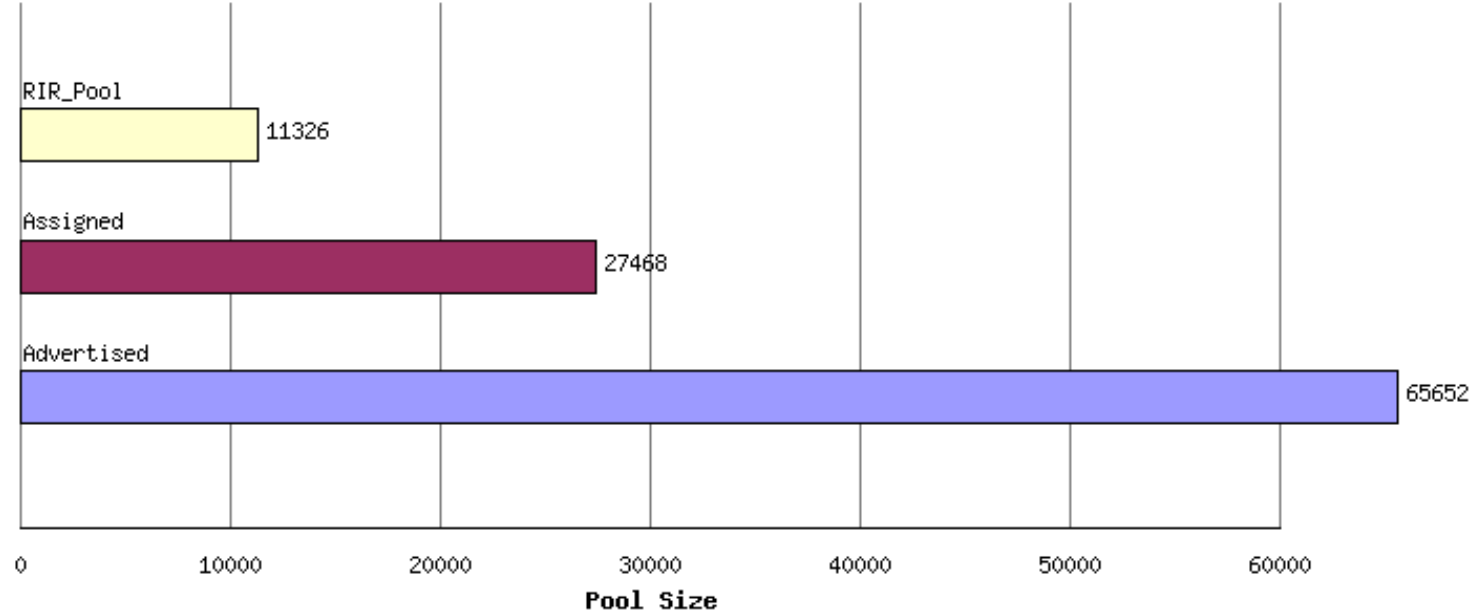
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- AS
  - A set of routers under a single technical administration
  - Uses IGP within the AS to route packets
  - Uses BGP between Ases to route packets
- What happens inside an AS stays within that AS!
  - That is, AS decides routing metrics internally

# Status of ASNs

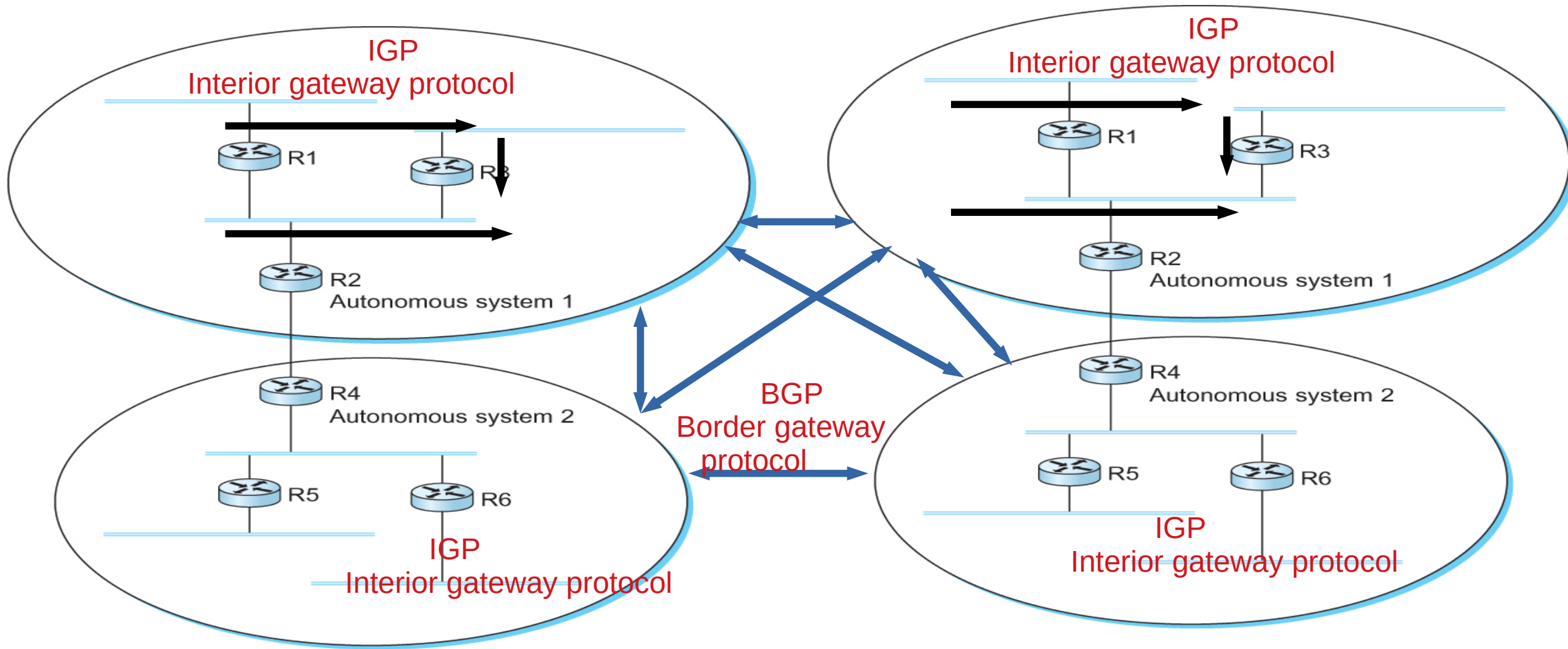
Status	AS Pool	16-bit	32-bit
IETF Reserved	95033874	1042	95032832
IANA Unallocated Pool	4199828976	0	4199828976
Allocated	104446	64494	39952
<b>RIR Data</b>			
AFRINIC	2302	1278	1024
APNIC	19093	8539	10554
ARIN	31567	25522	6045
RIPE NCC	39453	25729	13724
LACNIC	12031	3426	8605

AS Number Pool Status



<http://www.potaroo.net/tools/asn32/>

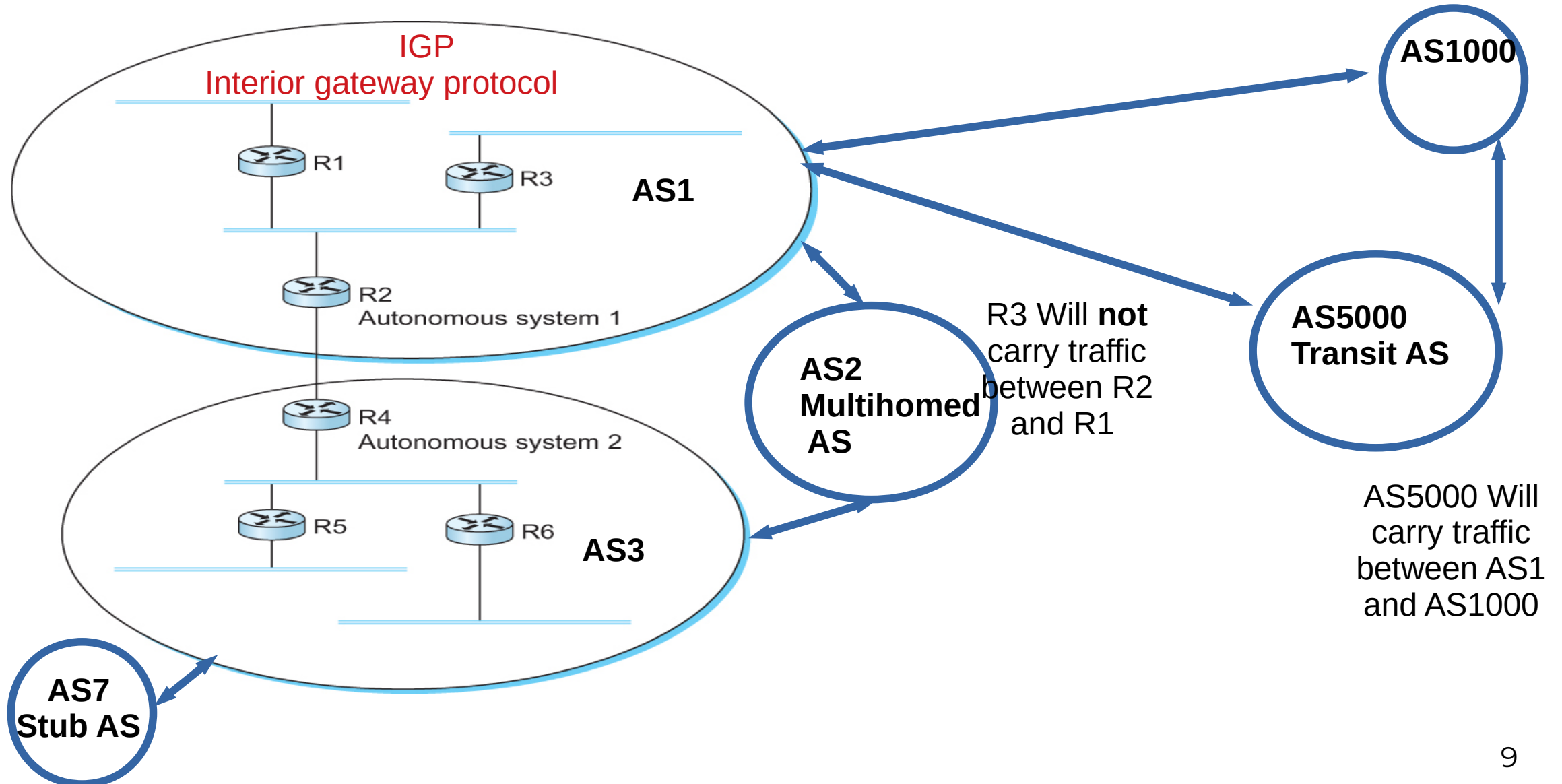
# Interdomain Routing



A network with four autonomous systems



# BGP-4: Border Gateway Protocol



# BGP - goals

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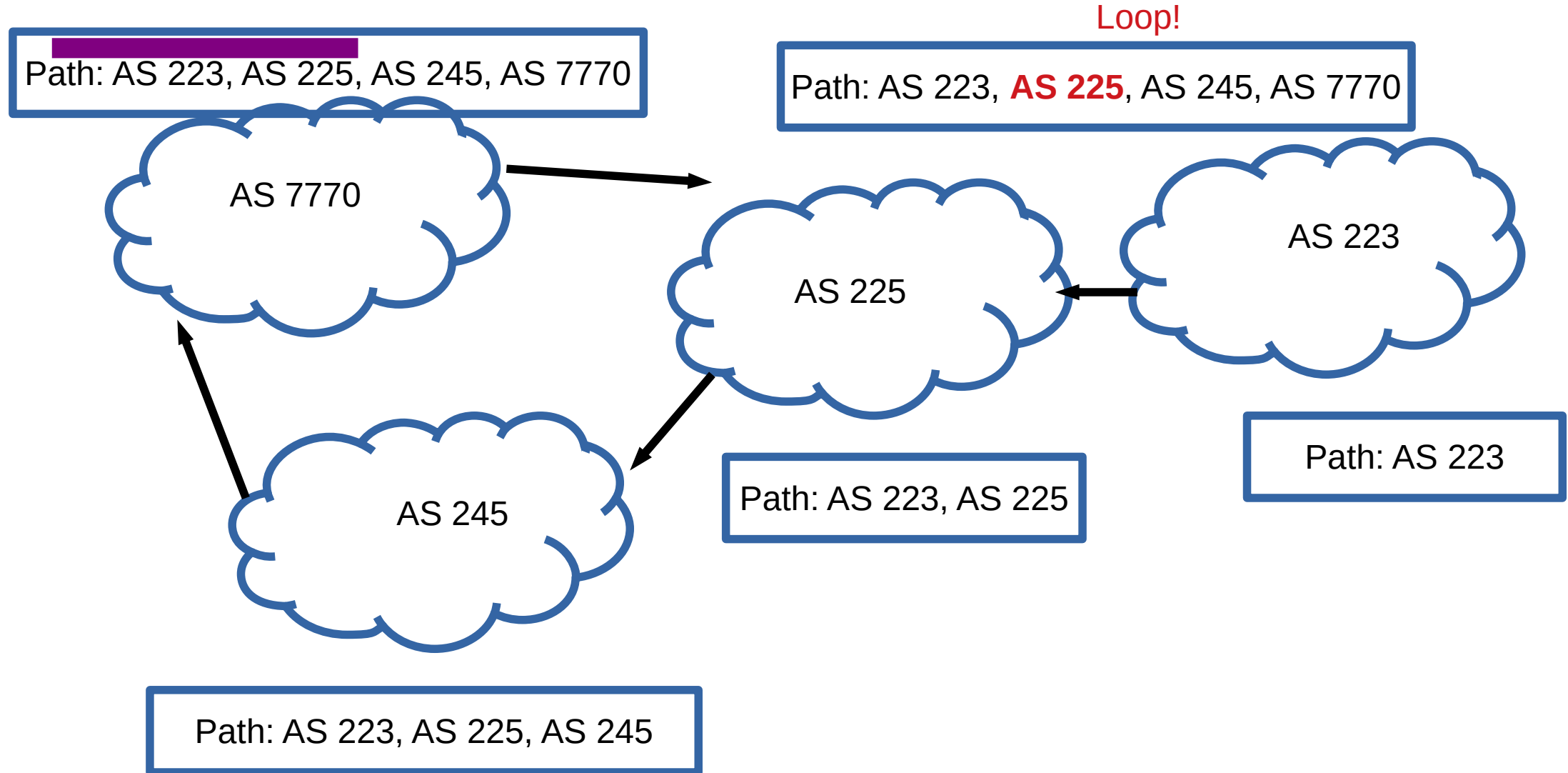
- The goal of Inter-domain routing is to find **any path** to the intended destination that is **loop free**
  - **We are concerned with reachability than optimality**
  - Finding path anywhere close to optimal is considered to be a great achievement
- Why?

# BGP: Path vector protocol

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- Send the whole path with the routing update
- Loops are detected if an AS finds itself in the path
  - Reject if so
  - Accept otherwise
- Add self to the path and advertise to the neighbors
- Advantage: No loops, Local decision before advertising

# BGP: Path vector protocol



# BGP: Allows for policy

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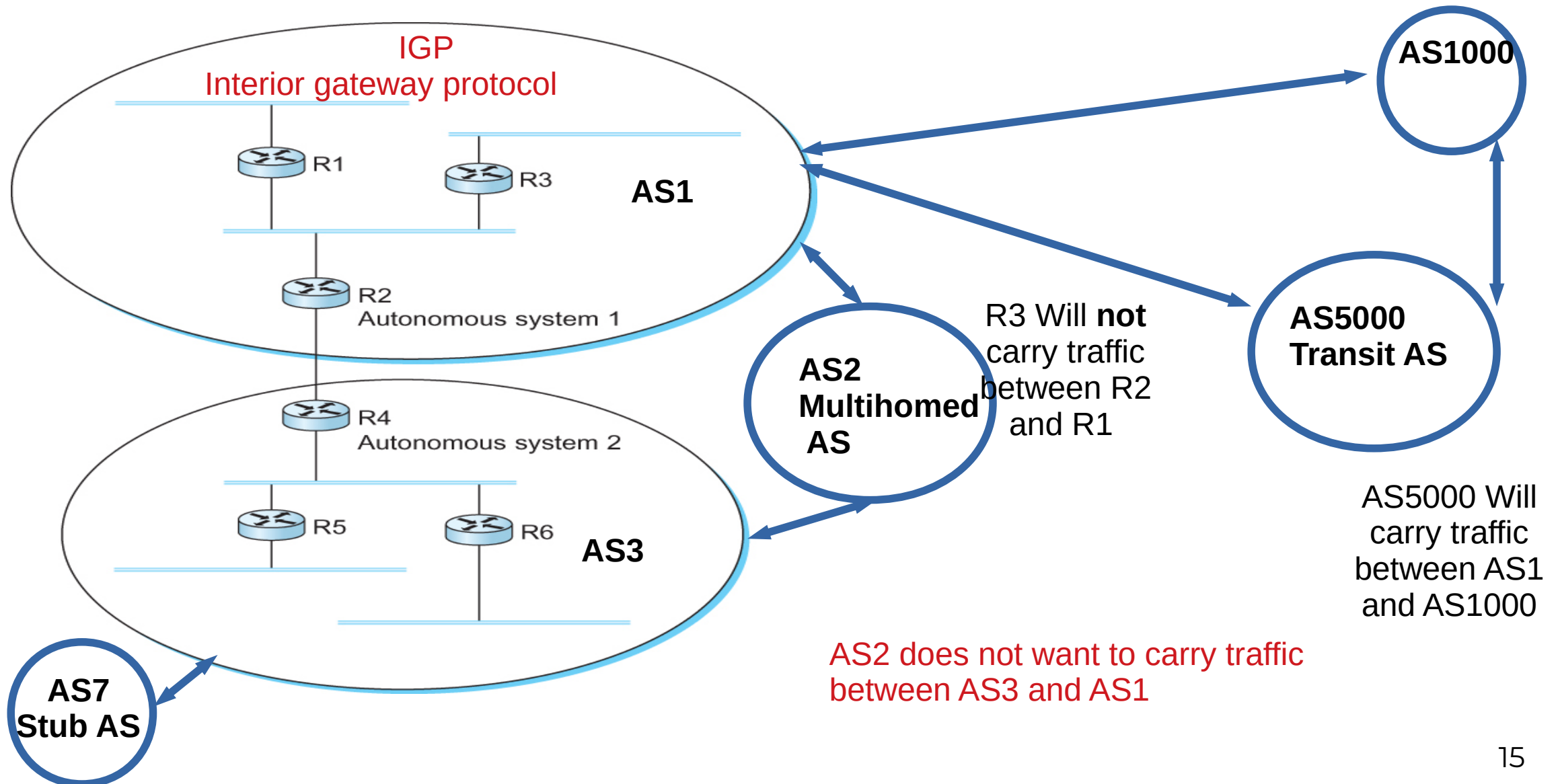
- Capable of enforcing various policies
  - AS2 → Don't use AS1 to get to AS3
- Not part of BGP – configuration information that controls propagation of paths

# BGP: Hop by Hop model and control what you tell your neighbors

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- You can only tell others what you are using
  - But you control what you say
- BGP advertises only to peers
  - Tell them what you are using
  - Hop-by-hop model

# What should AS2 (multihomed) tell AS3?



# Examples BGP Policies

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- Multihomed AS100 does not want to act as a transit
  - Limit advertisement
- If someone pays AS100 – yes
  - Advertise only to those who are paying
- Prefer one path over the other
  - Play with the cost, artificially increase path length and so on ← more on this later

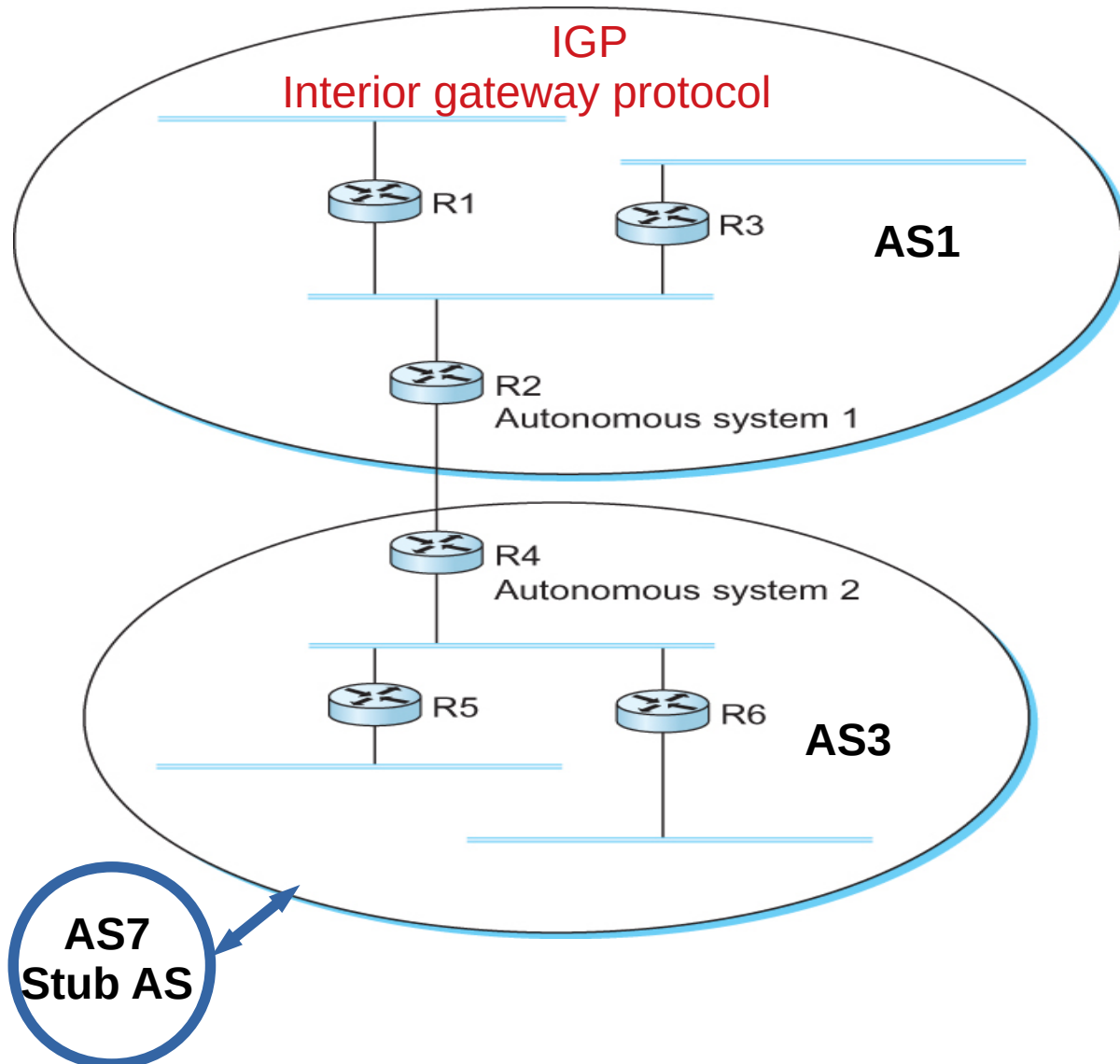


# Examples BGP Policies

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  - Limit advertisement
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# You don't need BGP for Stub ASes



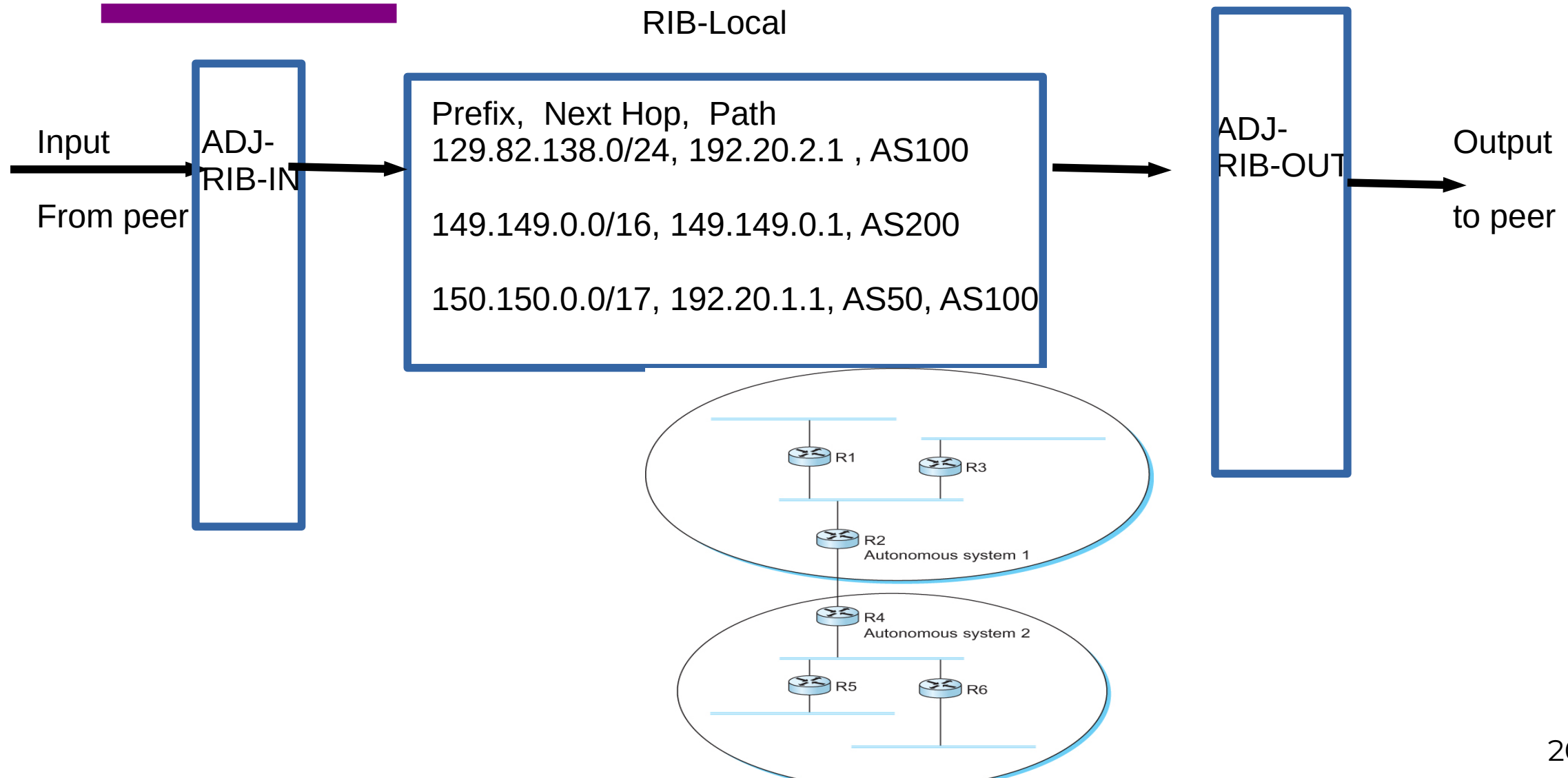
Default IP route should be sufficient

# BGP Messages

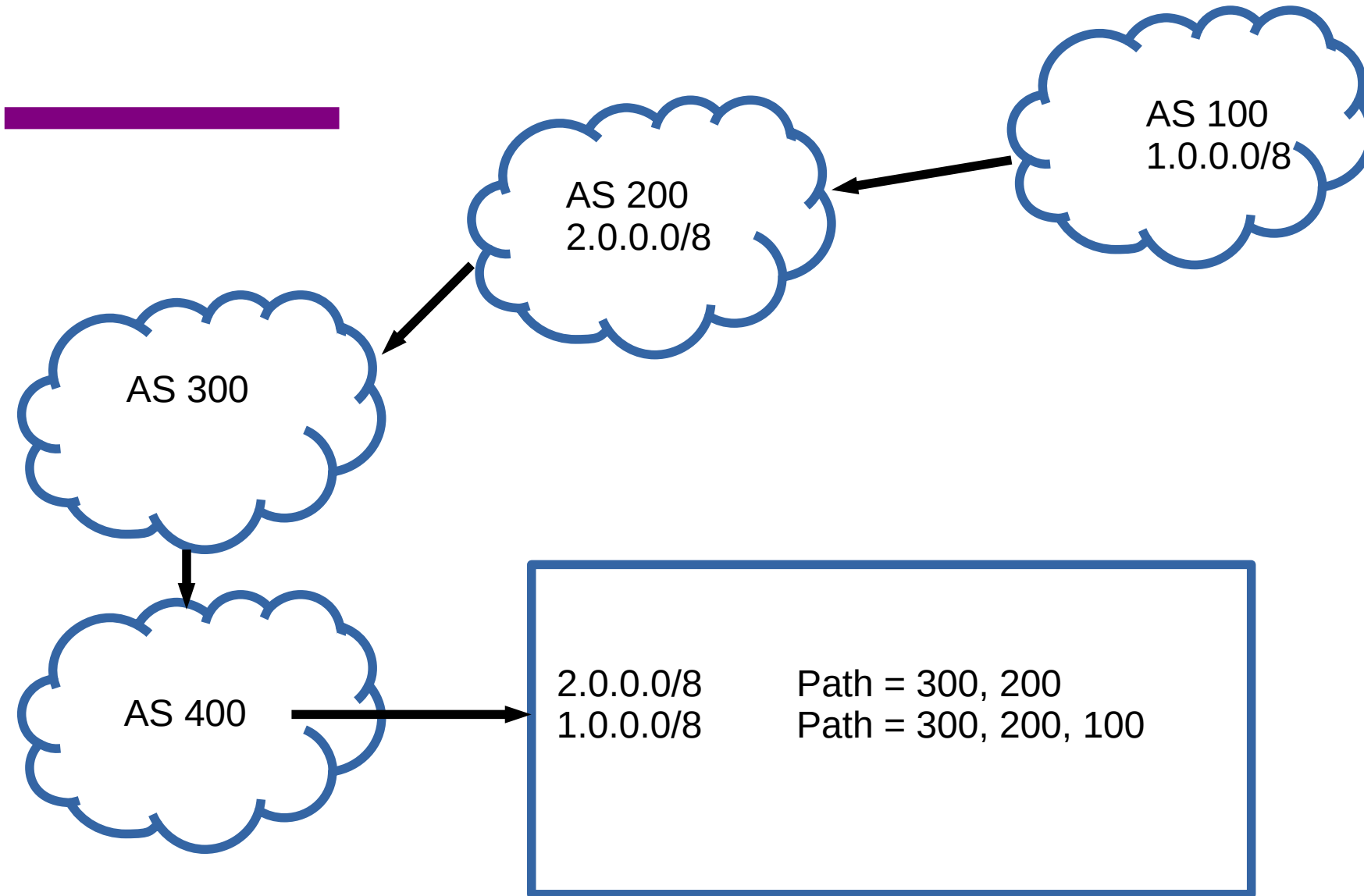
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- Open – Open a TCP connection to a peer
- Update – Update route attributes or withdraw
- Notification – Error notification, close connection
- Keep alive – Periodic update to peers

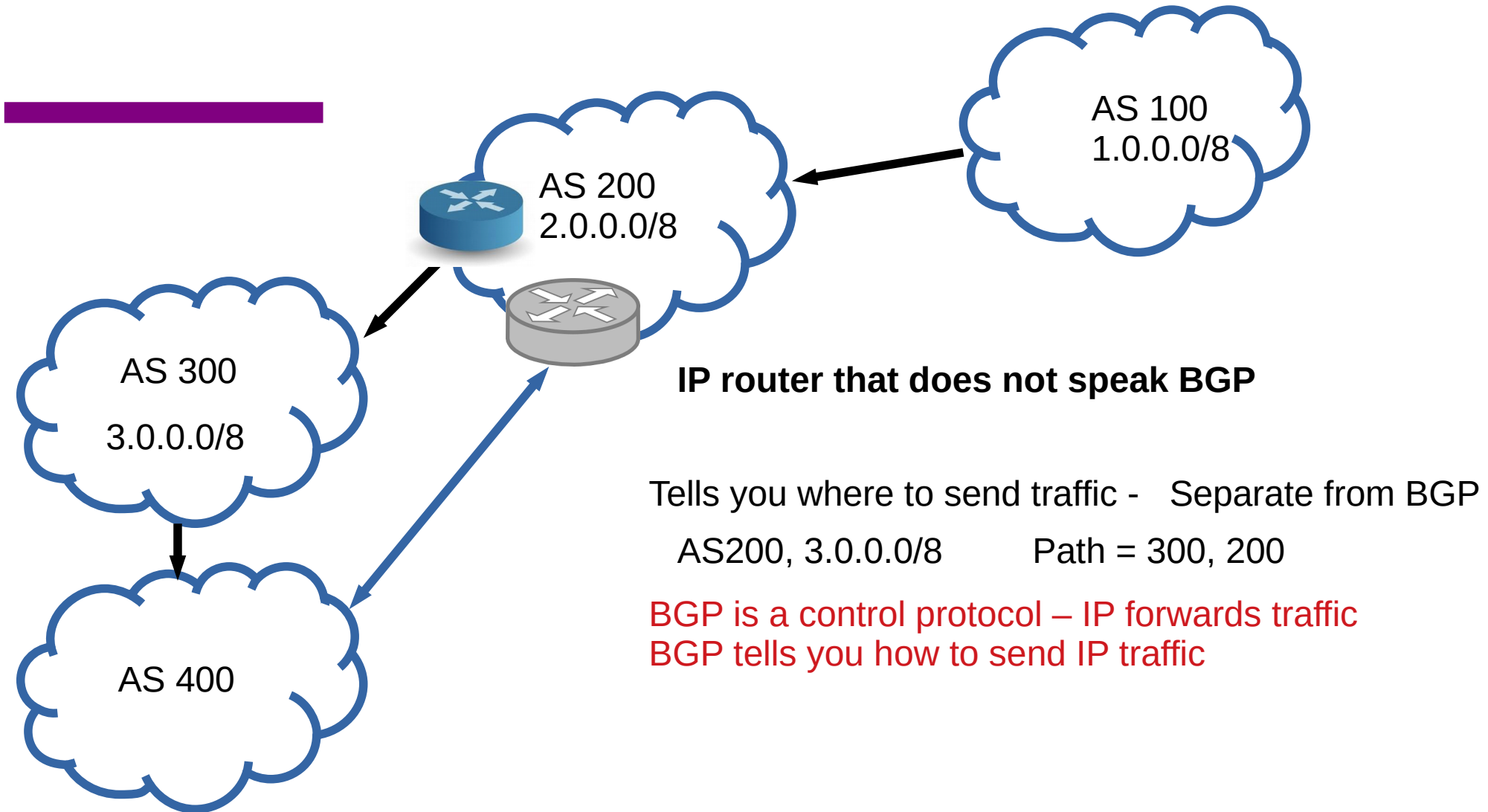
# Routing Information Bases (RIB)



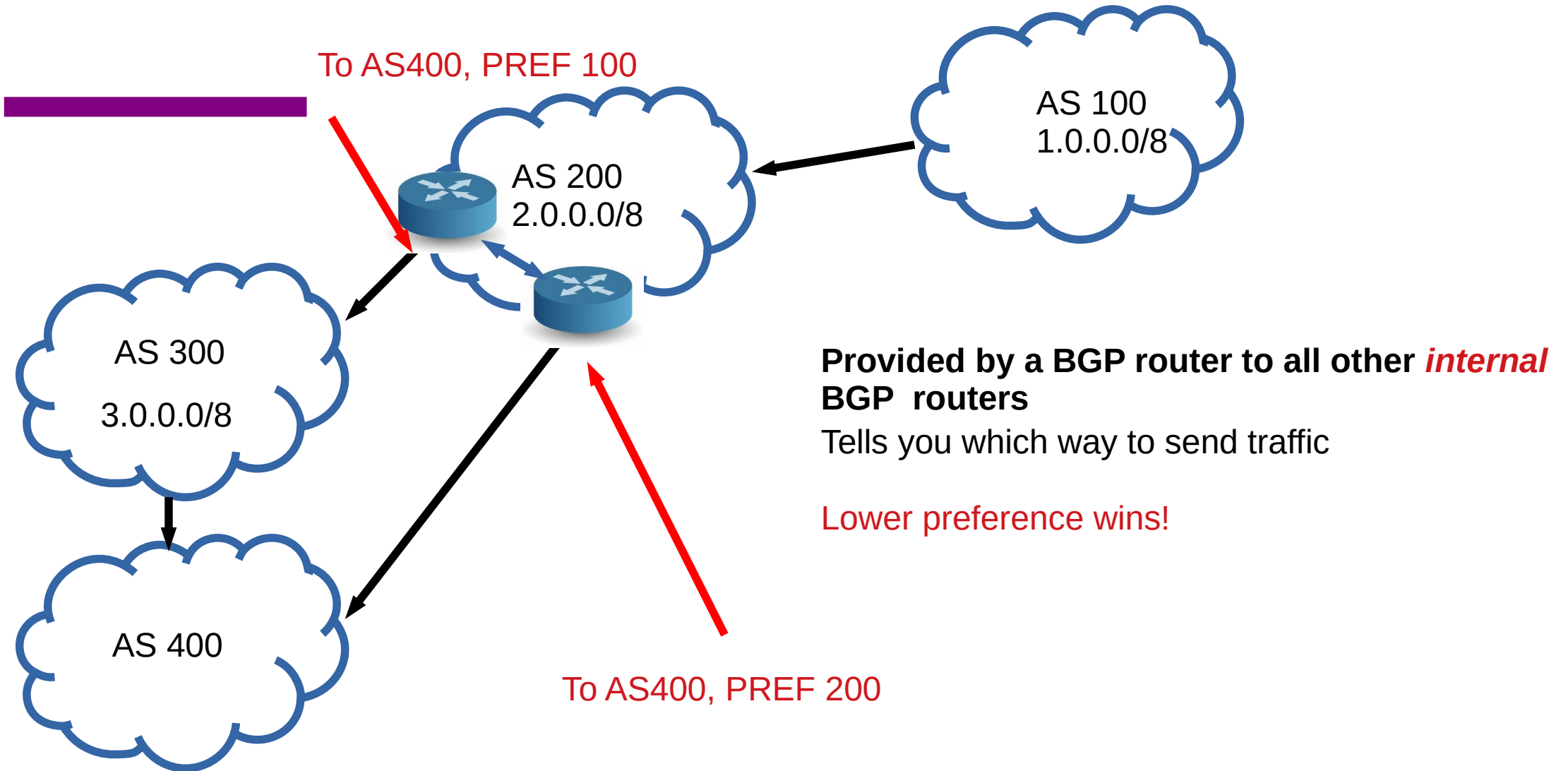
# BGP Attributes - AS\_PATH



# BGP Attributes – Next hop?



# BGP Attributes – LOCAL-PREF



# BGP Attributes – LOCAL-PREF Example

