

CSC4200/5200 – COMPUTER NETWORKING

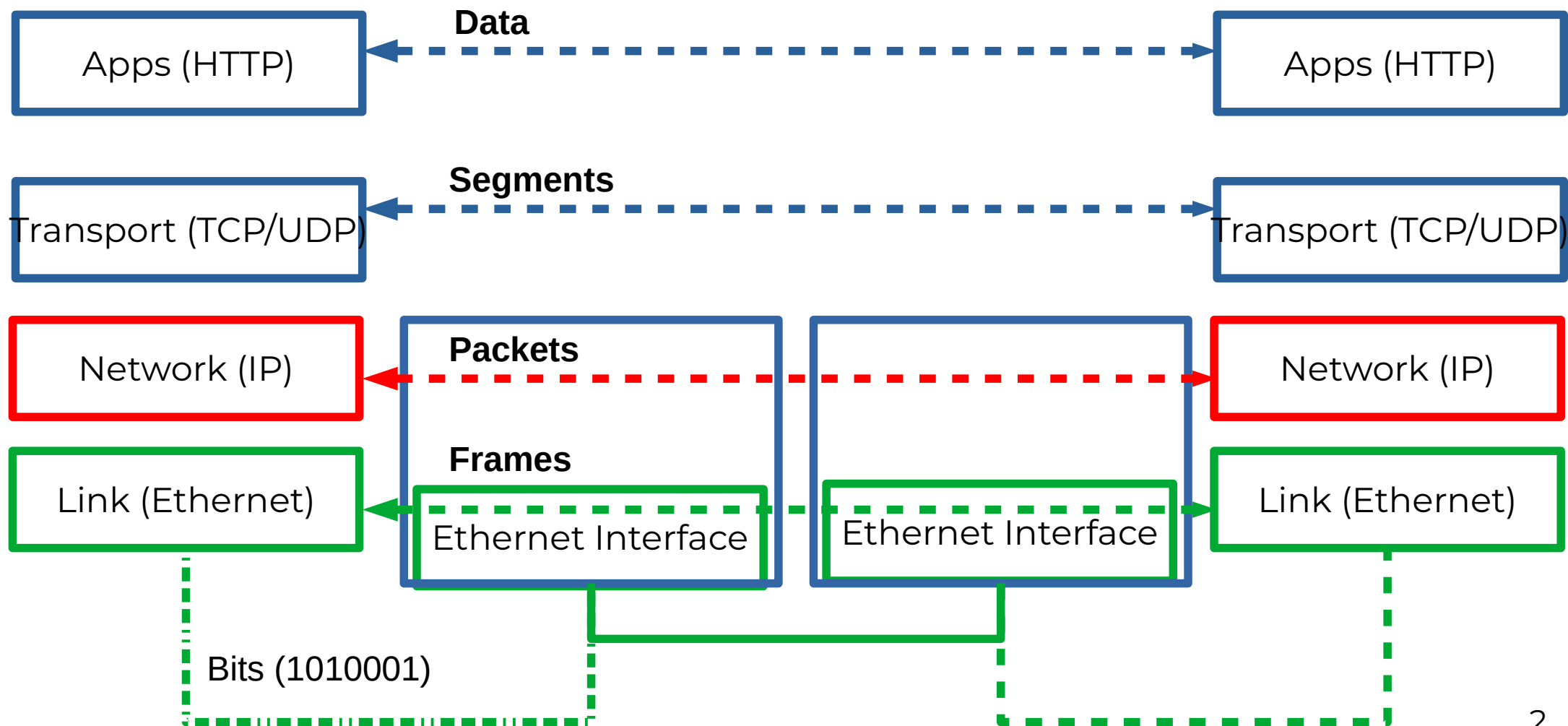
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ROUTING

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So far...

- We now know how communication works
- How does routing work?

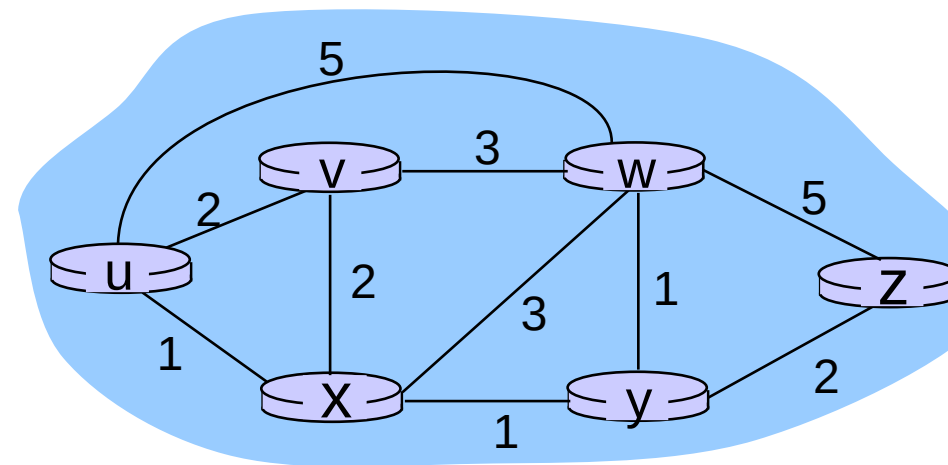
Forwarding vs Routing

- Forwarding:
 - to select an output port based on destination address and routing table
 - **Local path**
- Routing:
 - process by which routing table is built
 - **End-to-end path**

SubnetNumber	SubnetMask	NextHop
128.96.34.0	255.255.255.128	Interface 0
128.96.34.128	255.255.255.128	Interface 1
128.96.33.0	255.255.255.0	R2

Why bother?

- Quality of path affects performance
 - Longer path = more delay
- Balance path usage, avoid congested paths
- Deal with failures



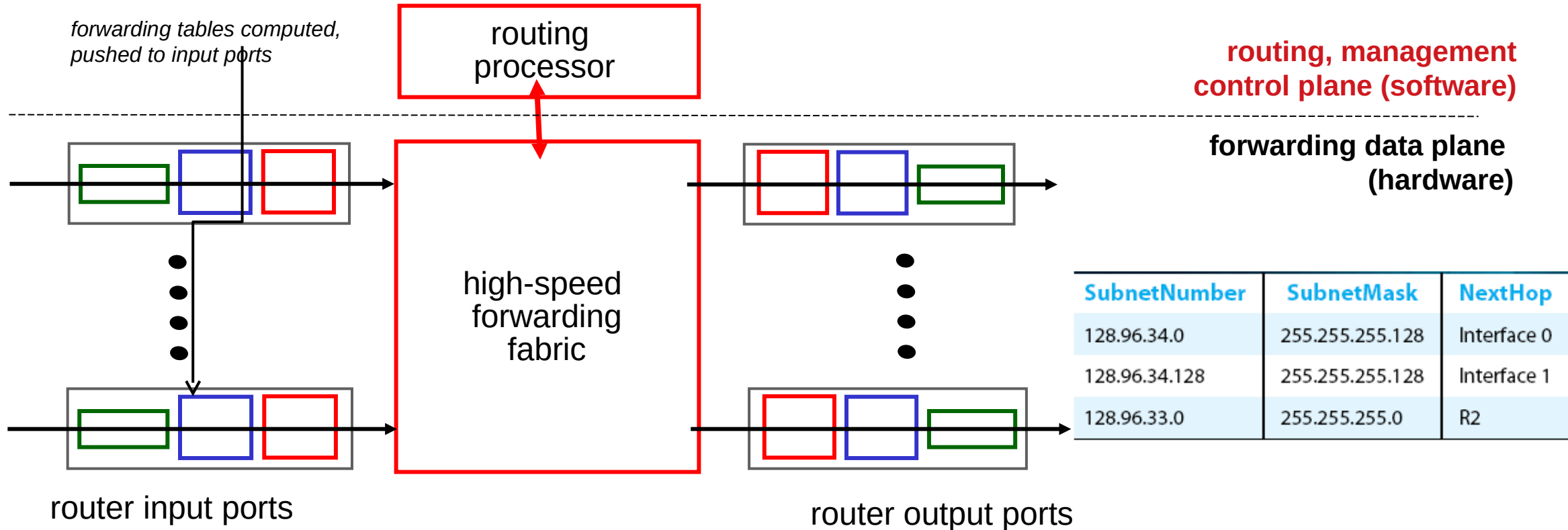
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Router architecture overview

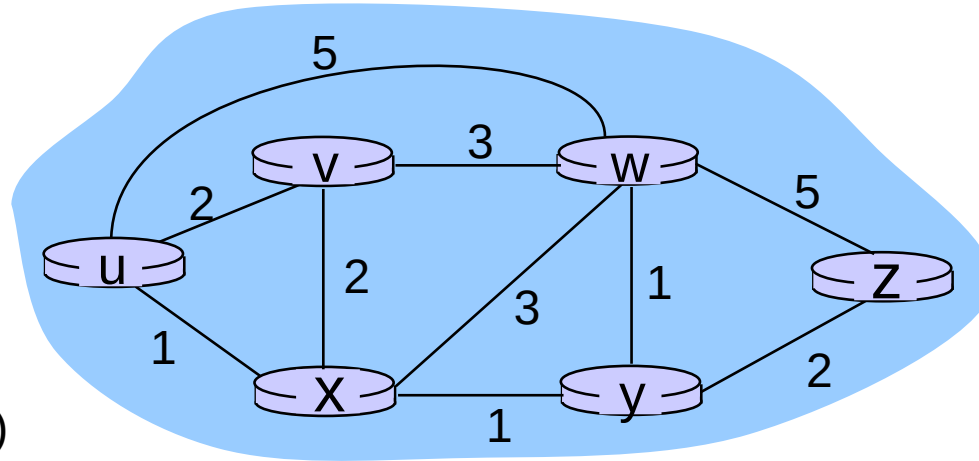
Two key router functions:

- run routing algorithms/protocol (RIP, OSPF, BGP)
- *forwarding* datagrams from incoming to outgoing link

Control Plane = routing
Vs
Data Plane = forwarding



Graph abstraction



graph: $G = (N, E)$

N = set of routers = $\{ u, v, w, x, y, z \}$

E = set of links = $\{ (u,v), (u,x), (v,x), (v,w), (x,w), (x,y), (w,y), (w,z), (y,z) \}$

X → Z

Cost $(x,v,w,z) = \text{cost}(x,v) + \text{cost}(v,w) + \text{cost}(w,z) = 10$

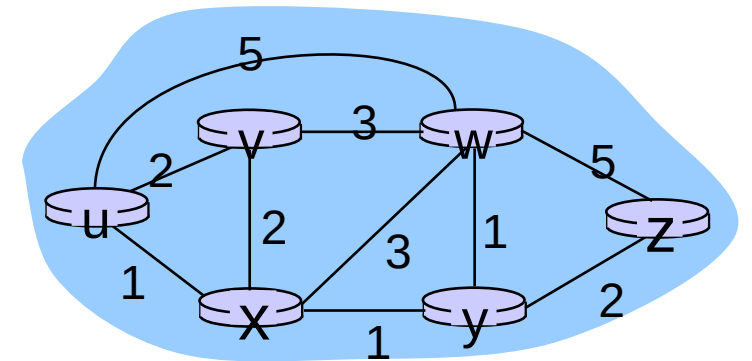
Cost $(x,w,z) = \text{cost}(x,w) + \text{cost}(w,z) = 8$

Cost $(x, y, z) = ?$

Objective → find the lowest cost path between **all** nodes

Dijkstra's Shortest-Path Algorithm

- Given a graph (network) with link costs
- Find the lowest cost paths to all nodes
- Iterative
 - After n iterations, you will find least cost path to n nodes
- S = Least cost paths already known, initially source node $\{U\}$
- $D(v)$: current cost of path from source(U) to node V
 - Initially, $D(v) = c(u,v)$ for all nodes v adjacent to u
 - $D(v) = \infty$ for all other nodes
 - Update $D(v)$ as we go



Dijkstra's Algorithm

1 **Initialization:**

2 $N' = \{u\}$

3 for all nodes v

4 if v adjacent to u

5 then $D(v) = c(u,v)$

6 else $D(v) = \infty$

7

8 **Loop**

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

10 add w to N'

11 update $D(v)$ for all v adjacent to w and not in N' :

12 **$D(v) = \min(D(v), D(w) + c(w,v))$**

13 /* new cost to v is either old cost to v or known

14 shortest path cost to w plus cost from w to v */

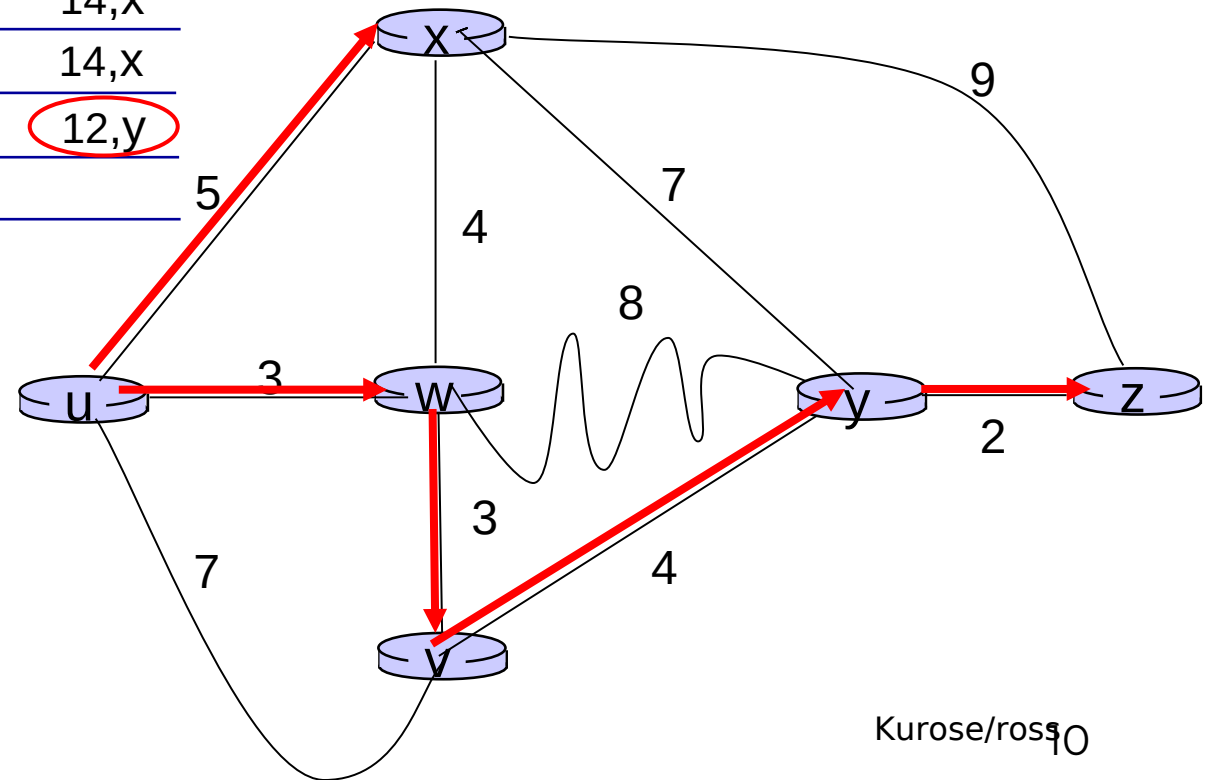
15 **until all nodes in N'**

Dijkstra's algorithm: 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					

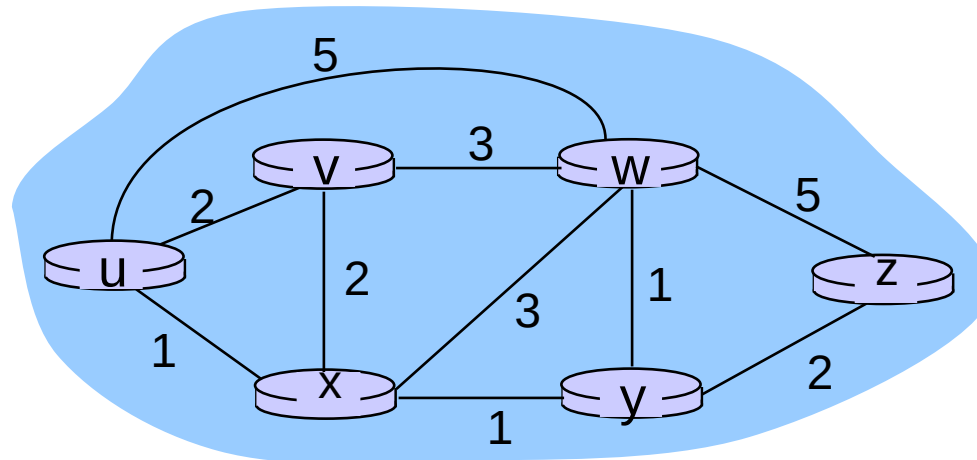
notes:

- ❖ construct shortest path tree by tracing predecessor nodes
- ❖ ties can exist (can be broken arbitrarily)



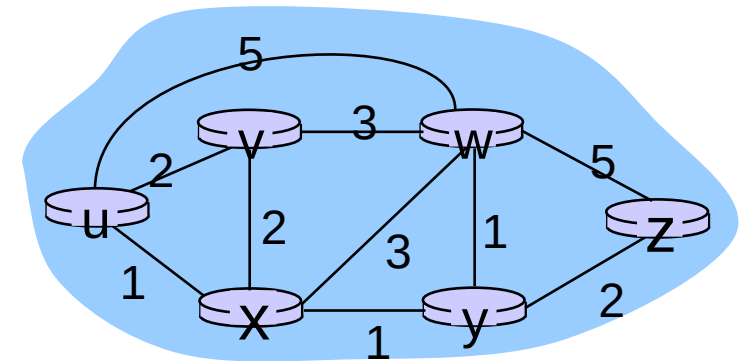
Dijkstra's algorithm: another example

Step	N'	D(v),p(v)	D(w),p(w)	D(x),p(x)	D(y),p(y)	D(z),p(z)
0	u	2,u	5,u	1,u	∞	∞
1	ux	2,u	4,x		2,x	∞
2	uxy	2,u	3,y			4,y
3	uxyv		3,y			4,y
4	uxyvw					4,y
5	uxyvwz					

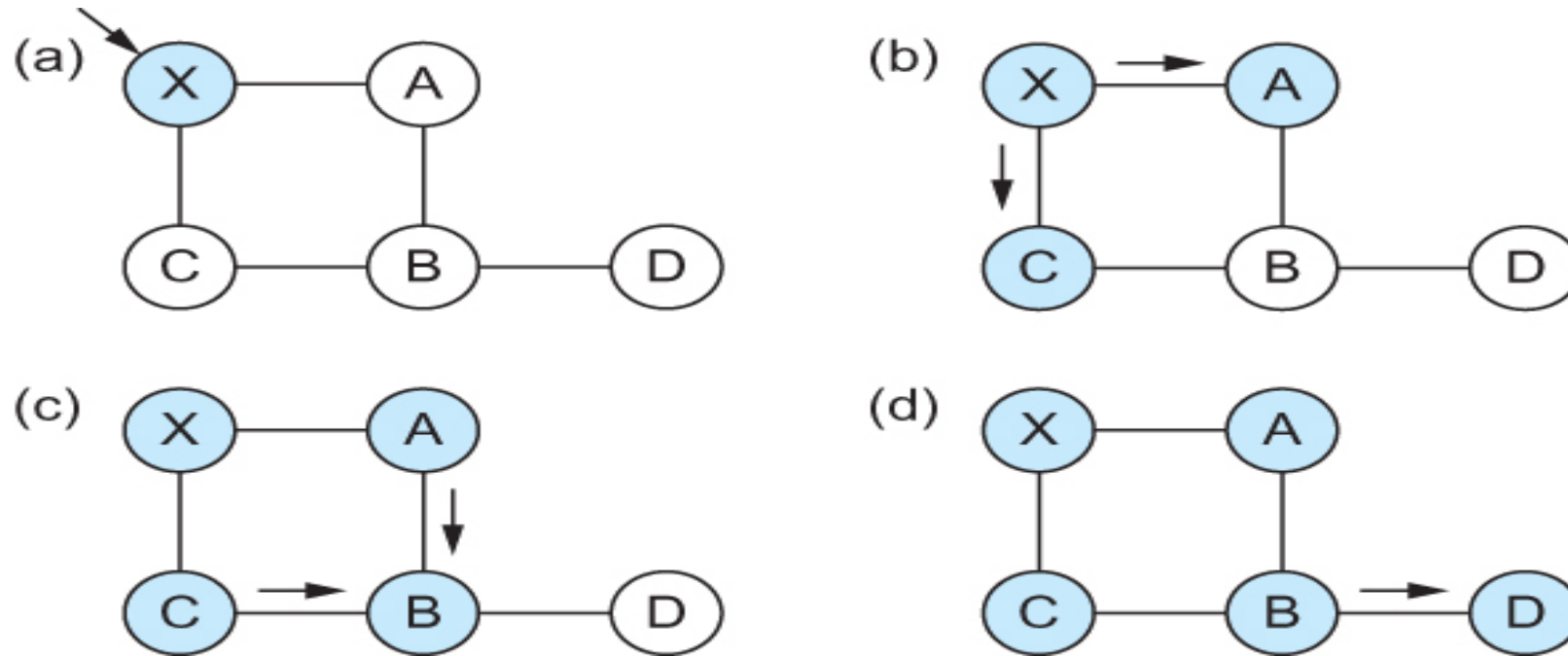


Dijkstra's → Link State Routing

- Each node keeps track of adjacent links
- Each router broadcasts it's state
- Each router runs Dijkstra's algorithm
- Each router has complete picture of the network
- Example: Open Shortest Path First (OSPF)



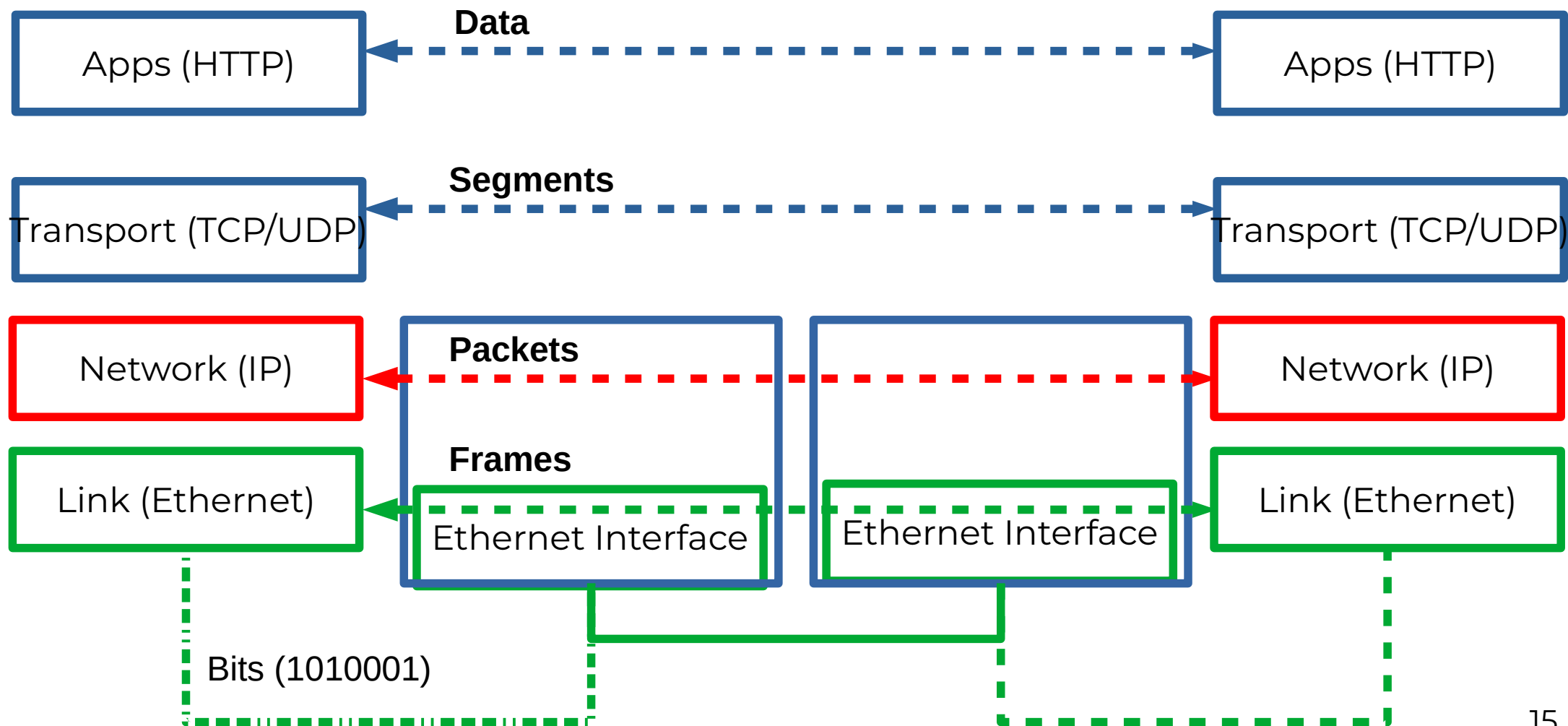
Link State Routing – controlled flooding



Flooding of link-state packets. (a) LSP arrives at node X; (b) X floods LSP to A and C; (c) A and C flood LSP to B (but not X); (d) flooding is complete

Link State Routing – controlled flooding

- Flood when topology changes or link goes down
 - Detected by periodic hello messages
 - If message missed → link down
- Refresh and flood periodically
- Problems?
 - High computational cost
 - Reliable flooding may not be reliable



Next Steps

Distance Vector routing
Midterm review