

CSE 123A

Computer Networks

Fall 2005

Lecture 10

Internet Routing: Overview and Distance Vector Algorithms

This class

- New topic: **routing**



How do I get
there from **here**?

Overview

- **Intro & Design choices**
- **Intra-domain routing**
 - ◆ **Distance vector**
 - ◆ Link state
- **Inter-domain routing**
 - ◆ Policy

Intra-domain routing

- Routing **within** a network/organization
- A **single** administrative domain

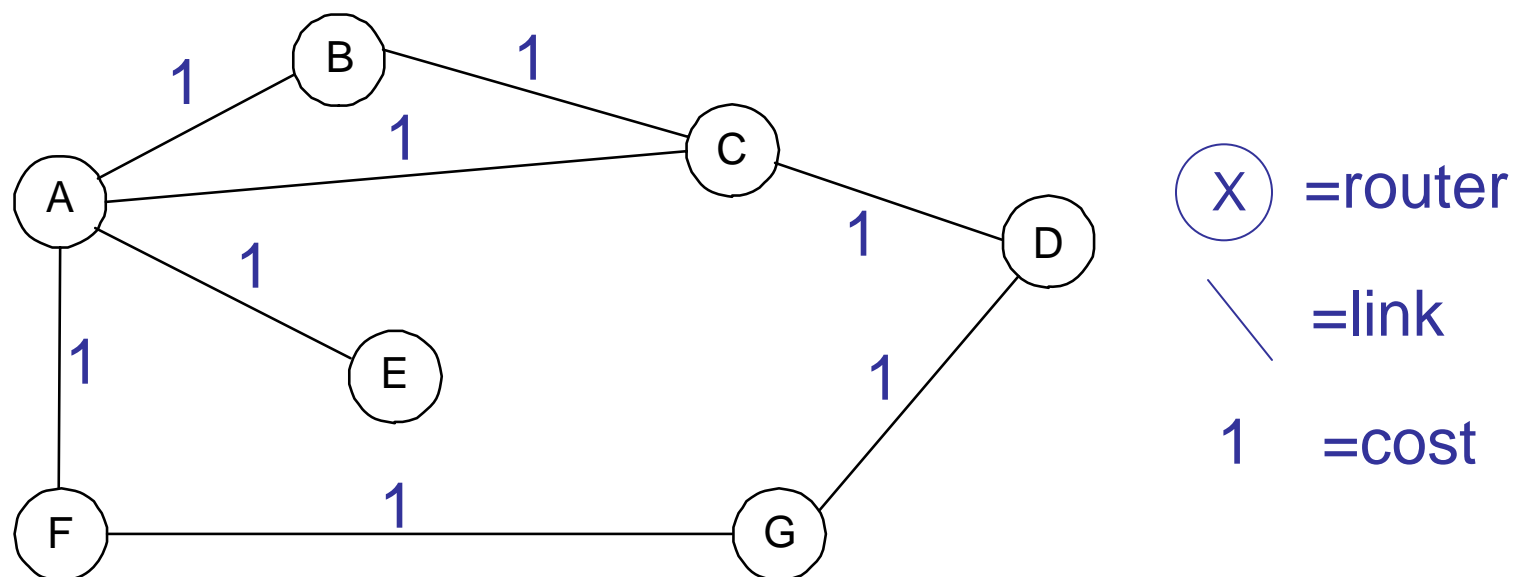
- Overall goals
 - ◆ Provide intra-network connectivity
 - ◆ Adapt quickly to failures or topology changes
 - ◆ **Optimize** use of network resources

Intra-domain routing: Problem statement

- Routing is essentially a problem in graph theory
- Network is a directed graph $G=(V,E)$
- Routers are vertices, links are edges labeled with some metric
 - ◆ For simplicity ignore hosts, they are part of each V
- For each V , find the shortest path to every other V

Network as a Graph

- Find “best” path between every pair of vertices



Routing Questions

- How to choose best path?
 - ◆ Defining “best” can be slippery
- How to scale to millions of users?
 - ◆ Minimize control messages and routing table size
- How to adapt to failures or changes?
 - ◆ Node and link failures, plus message loss

Recap: What does a router do?

- **Forwarding**

- ◆ Move packet from input link to the appropriate output link
- ◆ Purely local computation
- ◆ Must go be very fast (executed for ever packet)

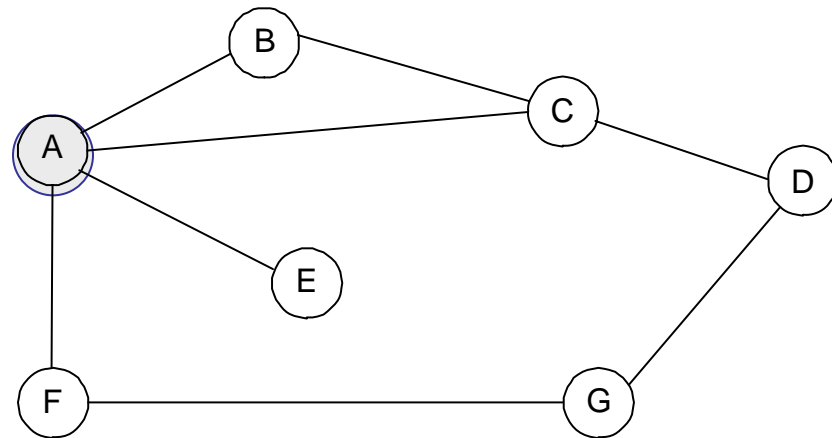
- **Routing**

- ◆ Doing work so you're sure that the "next hop" actually leads to the destination
- ◆ Global decisions; distributed computation and communication
- ◆ Can go slower (only important when topology changes)

What's in a Routing Table?

- The routing table at A, lists – *at a minimum* – the next hops for the different destinations (forwarding table = routing table)

Dest	Next Hop
B	B
C	C
D	C
E	E
F	F
G	F



Kinds of routing/forwarding

- Source routing
 - ◆ Complete path in packet
- Virtual circuits
 - ◆ Set up path out-of-band and store path identifier in routers
 - ◆ Local path identifier in packet
- **Destination-based forwarding**
 - ◆ Router looks up address in forwarding table
 - ◆ Forwarding table contains (address, next-hop) tuples

Source routing

- Routing
 - ◆ Host computes path
 - ◆ Must know global topology and detect failures
 - ◆ Packet contains complete ordered path information
 - » I.e. node A then D then X then J...
 - ◆ Requires variable length path header
- Forwarding
 - ◆ Router looks up next hop in packet header, strips it off and forwards remaining packet
 - ◆ Very quick forwarding, no lookup required
 - ◆ Very flexible
- In practice
 - ◆ ad hoc networks (DSR), SANs (Myrinet), and for debugging on the Internet (LSR,SSR)

Virtual circuits

- Routing
 - ◆ Hosts sets up path out-of-band, requires connection setup
 - ◆ Write (input id, output id, next hop) into each router on path
 - ◆ Flexible (one path per flow)
- Forwarding
 - ◆ Send packet with path id
 - ◆ Router looks up input, swaps for output, forwards on next hop
 - ◆ Repeat until reach destination
 - ◆ Table lookup for forwarding (why faster than IP lookup?)
- In practice
 - ◆ ATM: fixed VC identifiers and separate signaling code
 - ◆ MPLS: ATM meets the IP world (why? *traffic engineering*)

Destination-based routing

- Routing
 - ◆ All addresses are globally known
 - » No connection setup
 - ◆ Host sends packet with destination address in header
 - » No path state; only routers need to worry about failure
 - ◆ Distributed routing protocol used to routing tables
- Forwarding
 - ◆ Router looks up destination in table
 - » Must keep state proportional to destinations rather than connections
 - ◆ (Address, next-hop) tuple
 - ◆ Lookup address, send packet to next-hop link
 - » All packets follow same path to destination
- In Practice: IP routing

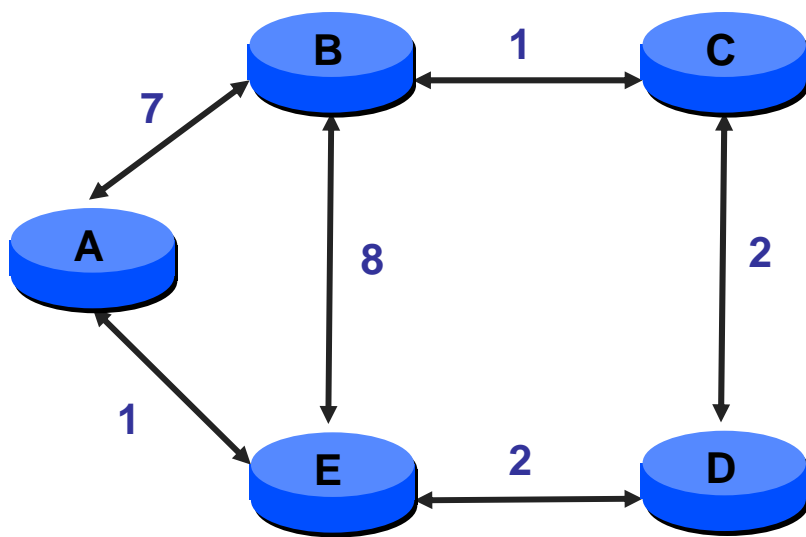
Three approaches to IP routing

- **Static**
 - ◆ Type in the right answers and hope they are always true
- **Distance vector**
 - ◆ Tell your neighbors when you know about everyone
- **Link state**
 - ◆ Tell everyone what you know about your neighbors

Distance Vector routing

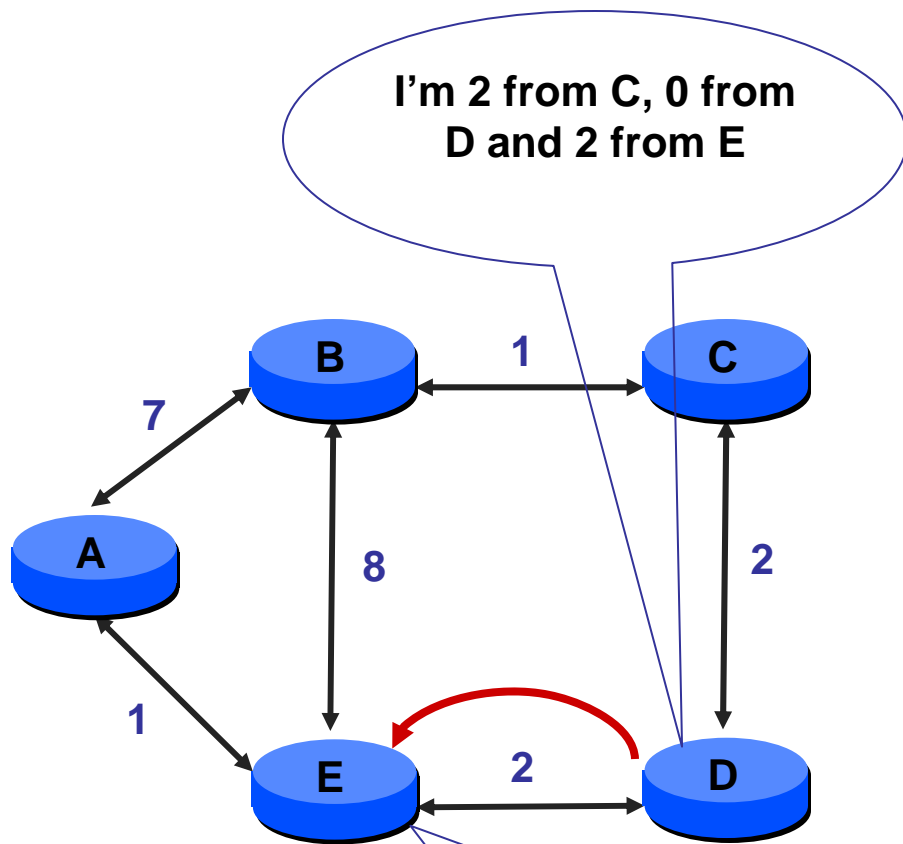
- Assume
 - ◆ Each router knows own address & cost to reach neighbors
- Goal
 - ◆ Calculate routing table containing next-hop information for every destination at each router
- **Distributed Bellman-Ford algorithm**
 - ◆ Each router maintains a vector of costs to all destinations
 - » Initialize neighbors with known cost, others with infinity
 - ◆ Periodically send copy of distance vector to neighbors
 - ◆ On reception of a vector
 - » If neighbor's path to a destination is shorter, switch to it

Initial conditions



Info at node	Distance to Node				
	A	B	C	D	E
A	0	7	∞	∞	1
B	7	0	1	∞	8
C	∞	1	0	2	∞
D	∞	∞	2	0	2
E	1	8	∞	2	0

E receives D's vector

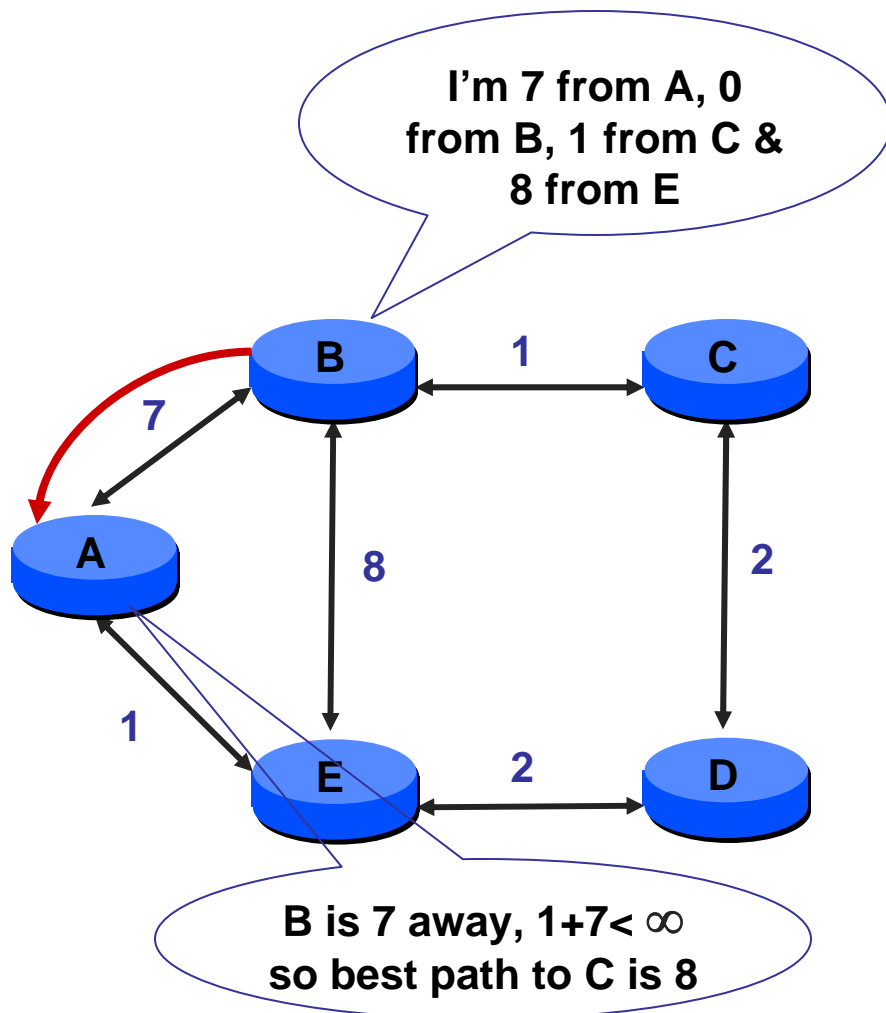


I'm 2 from C, 0 from D and 2 from E

Info at node	Distance to Node				
	A	B	C	D	E
A	0	7	∞	∞	1
B	7	0	1	∞	8
C	∞	1	0	2	∞
D	∞	∞	2	0	2
E	1	8	4	2	0

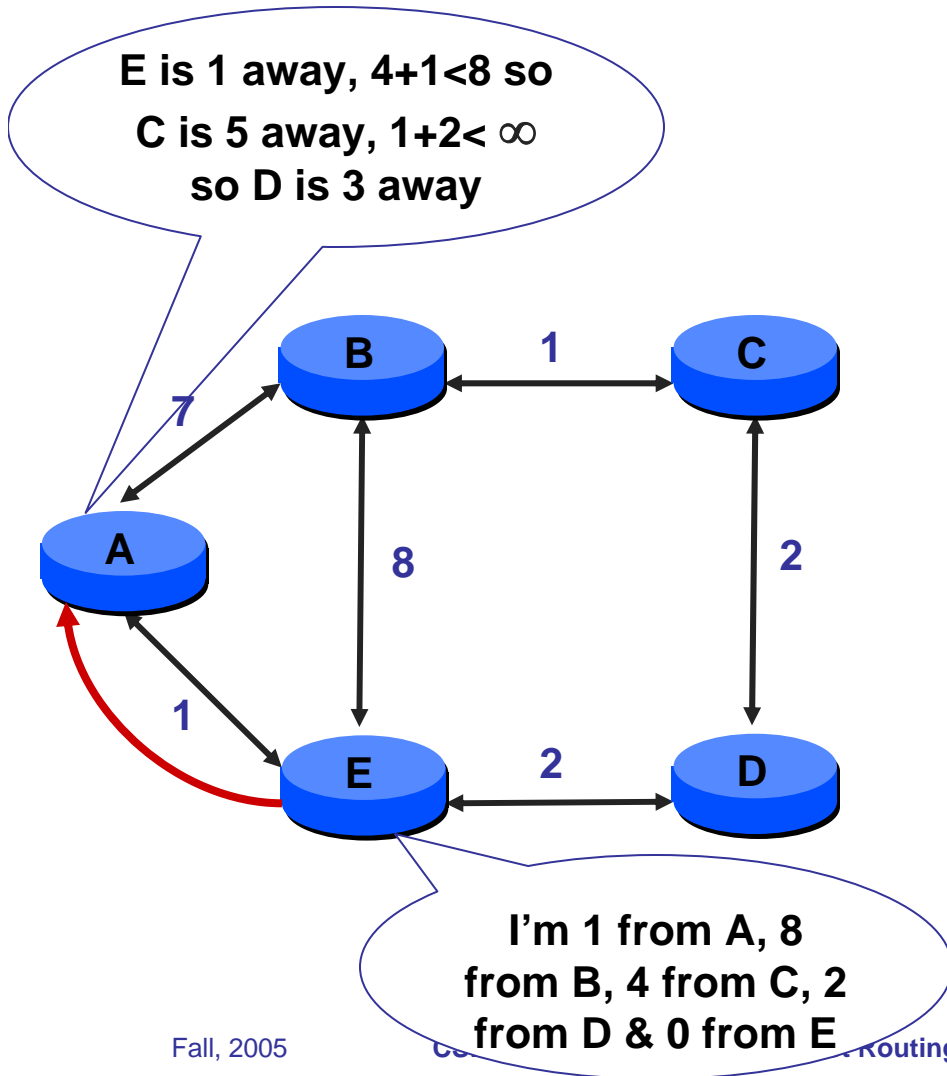
D is 2 away, $2+2 < \infty$, so best path to C is 4

A receives B's vector



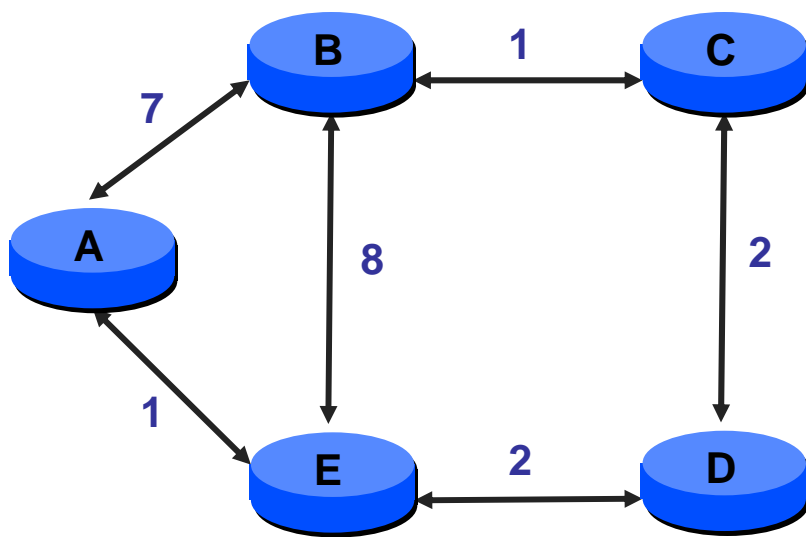
Info at node	Distance to Node				
	A	B	C	D	E
A	0	7	8	∞	1
B	7	0	1	∞	8
C	∞	1	0	2	∞
D	∞	∞	2	0	2
E	1	8	4	2	0

A receives E's vector



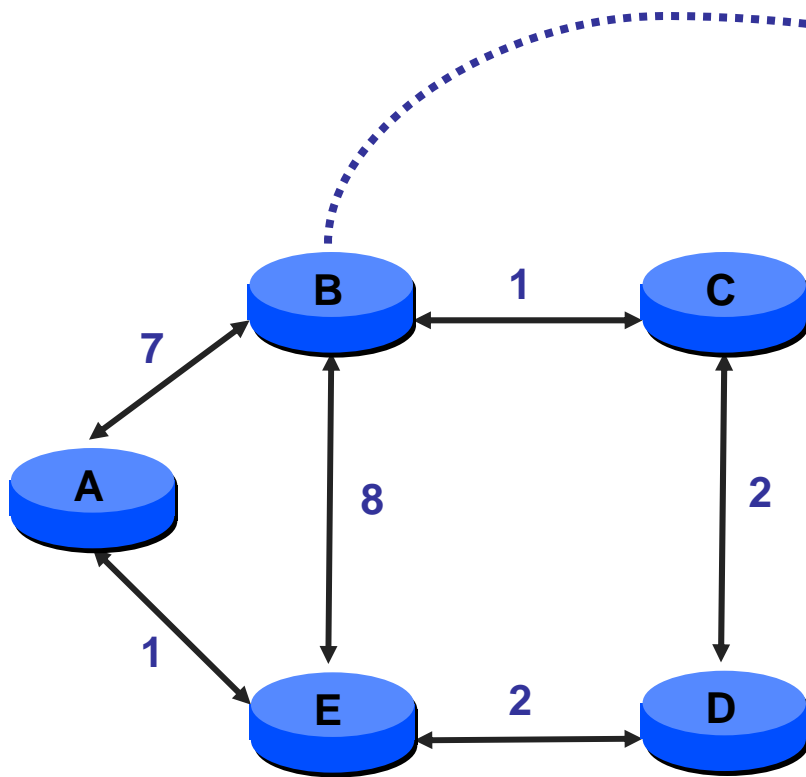
Info at node	Distance to Node				
	A	B	C	D	E
A	0	7	5	3	1
B	7	0	1	∞	8
C	∞	1	0	2	∞
D	∞	∞	2	0	2
E	1	8	4	2	0

Final state



Info at node	Distance to Node				
	A	B	C	D	E
A	0	6	5	3	1
B	6	0	1	3	5
C	5	1	0	2	4
D	3	3	2	0	2
E	1	5	4	2	0

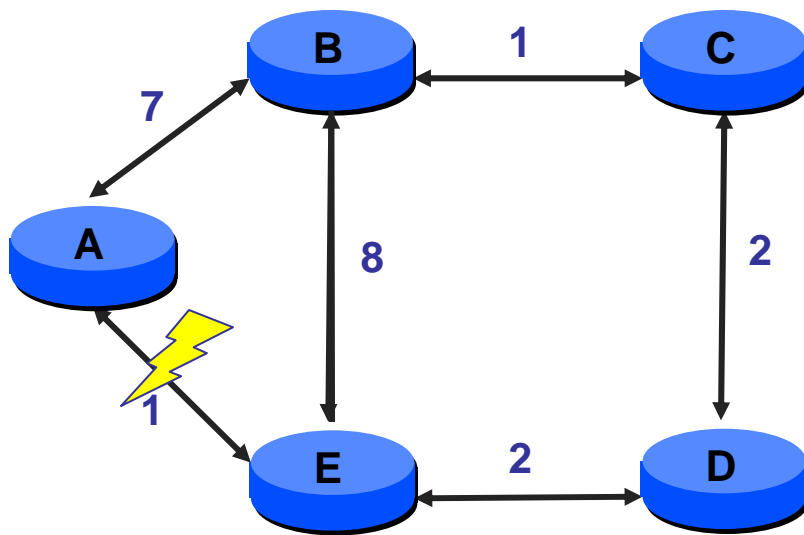
View from a node (B)



Dest	Next hop		
	A	E	C
A	7	9	6
C	12	12	1
D	10	10	3
E	8	8	5

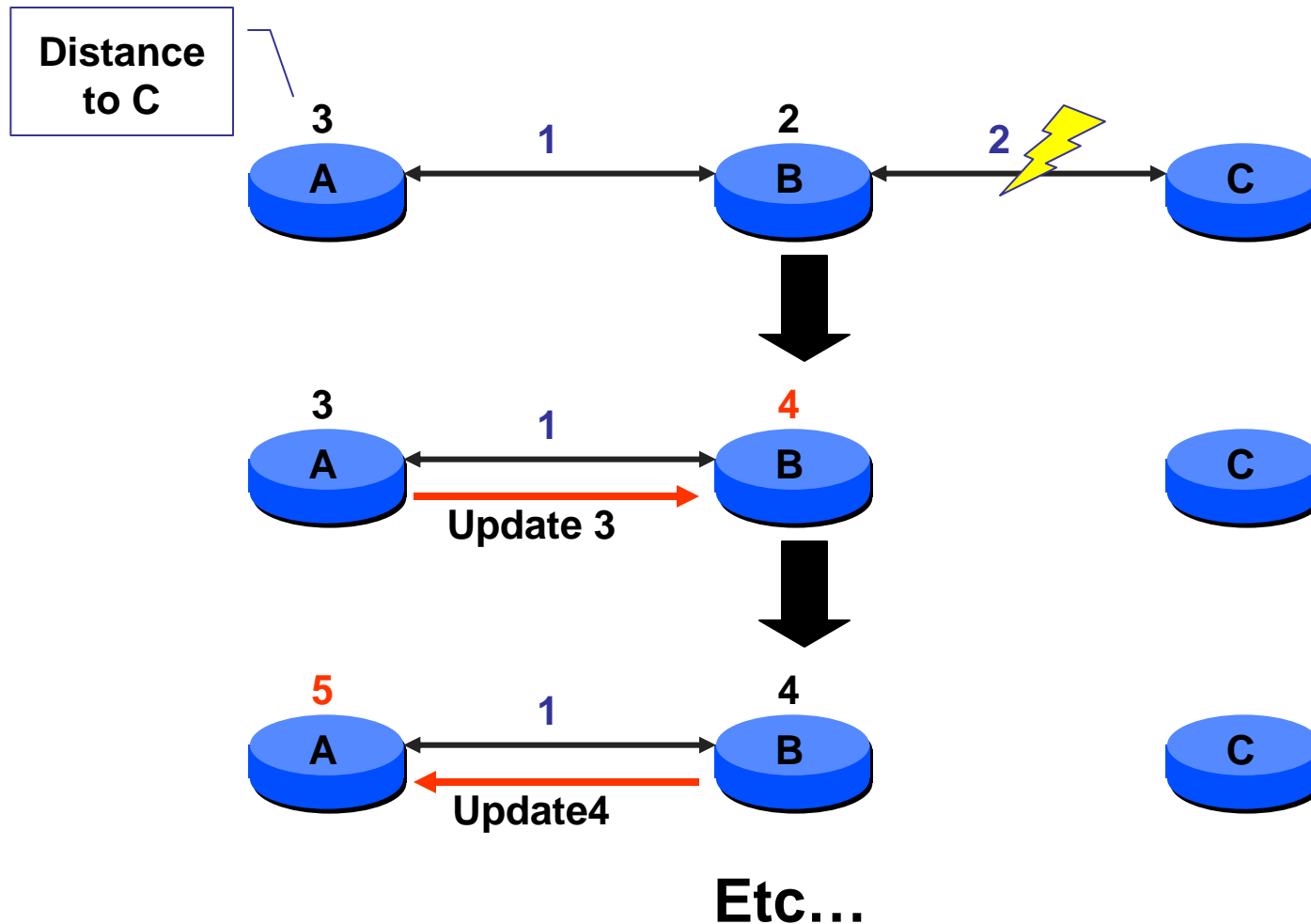
Link failure

- A marks distance to E as ∞ , and tells B
- E marks distance to A as ∞ , and tells B and D
- B and D recompute routes and tell C, E and E
- etc... until converge



Info at node	Distance to Node				
	A	B	C	D	E
A	0	7	8	10	12
B	7	0	1	3	5
C	8	1	0	2	4
D	3	3	2	0	2
E	12	5	4	10	0

Problems: *Count to Infinity*



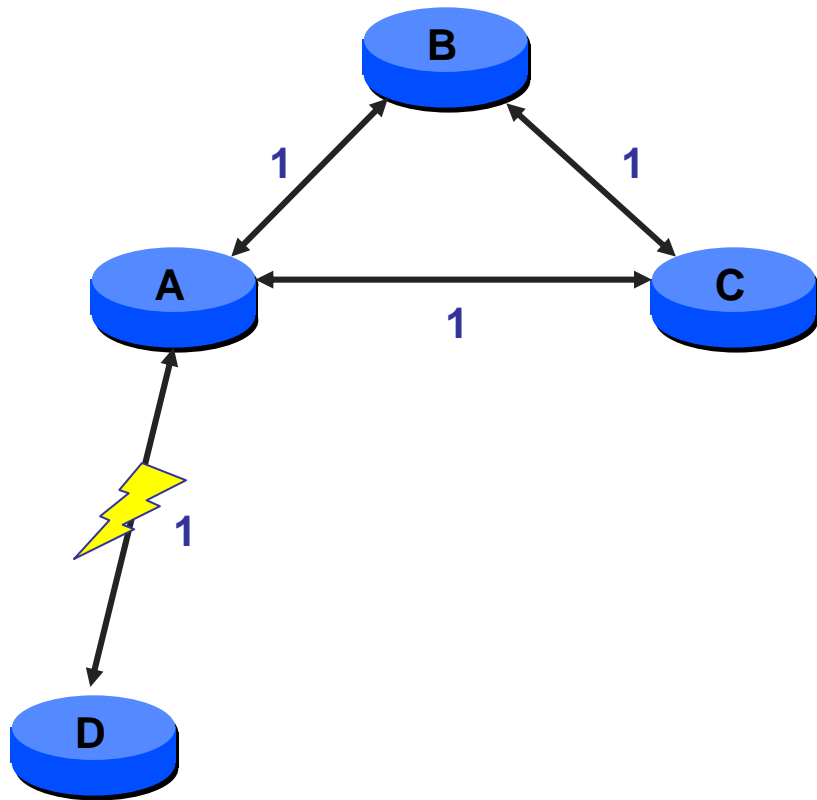
Why?

- Updates don't contain enough information
- Can't totally order bad news above good news
- B's accepts A's path to C that is *implicitly* through B!
- Aside: this also causes delays in convergence

Solutions

- **Hold downs**
 - ◆ As metric increases, delay propagating information
 - ◆ Limitation: Delays convergence
- **Split horizon**
 - ◆ Never advertise a destination through its next hop
 - » A doesn't advertise C to B
 - ◆ Poison reverse: Send negative information when advertising a destination through its next hop
 - » A advertises C to B with a metric of ∞
 - ◆ Limitation: Only works for "loop"s of size 2
- **Loop avoidance**
 - ◆ Full path information in route advertisement
 - ◆ Explicit queries for loops (e.g. DUAL)

How split horizon/pv fails



- A tells B & C that D is unreachable
- B tells C that D is unreachable
- B tells A that D is reachable with cost=3 (since route is through C, split horizon doesn't apply)
- A tells C that D is reachable through A (cost=4)
- Etc...

Other issues

- When to send route updates?
- **Periodically**
 - ◆ Limits granularity of failure recovery
 - ◆ Global synchronization can cause packet loss
- **Jittered**
 - ◆ Random offset from periodic deals with synchronization problem
- **Triggered**
 - ◆ Send updates immediately when metric changes
 - ◆ Converges more quickly, but causes flood of packets

Routing Information Protocol (RIP)

- DV protocol with hop count as metric
 - ◆ Infinity value is 16 hops; limits network size
 - ◆ Includes split horizon with poison reverse
- Routers send vectors every 30 seconds
 - ◆ With triggered updates for link failures
 - ◆ Time-out in 180 seconds to detect failures
- RIPv1 specified in RFC1058
 - ◆ www.ietf.org/rfc/rfc1058.txt
- RIPv2 (adds authentication etc.) in RFC1388
 - ◆ www.ietf.org/rfc/rfc1388.txt

Key Concepts

- Routing is a global process, forwarding is local one
- The Distance Vector algorithm and RIP
 - ◆ Simple and distributed exchange of shortest paths.
 - ◆ Weak at adapting to changes (loops, count to infinity)

For next time...

- Review the section about link state routing since that's what we'll be talking about