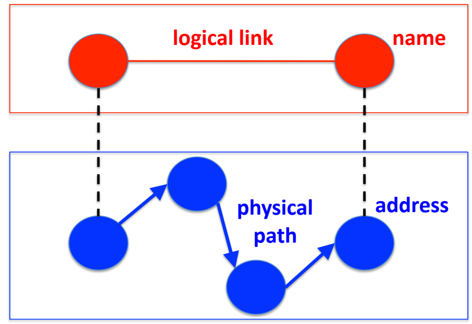
Routing

Mike Freedman
COS 461: Computer Networks
Lectures: MW 10-10:50am in Architecture N101

http://www.cs.princeton.edu/courses/archive/spr13/cos461/

Routing: Mapping Link to Path



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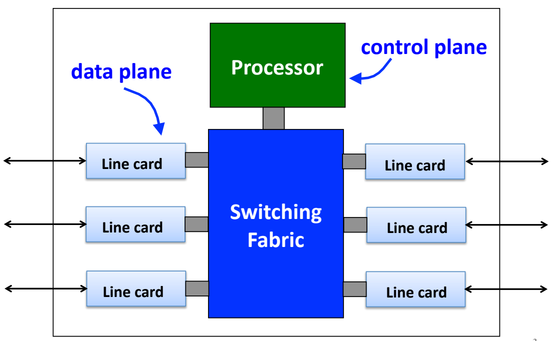
Data and Control Planes



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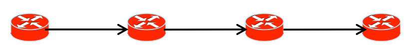
Routing vs. Forwarding

- **Routing:** control plane
  - Computing paths the packets will follow
  - Routers talking amongst themselves
  - Creating the forwarding tables
- **Forwarding:** data plane
  - Directing a data packet to an outgoing link
  - Using the forwarding tables



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Three Issues to Address

- What does the protocol compute?
  - E.g., shortest paths
- What algorithm does the protocol run?
  - E.g., link-state routing
- How do routers learn end-host locations?
  - E.g., injecting into the routing protocol

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What Does the Protocol Compute?

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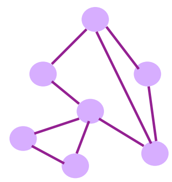
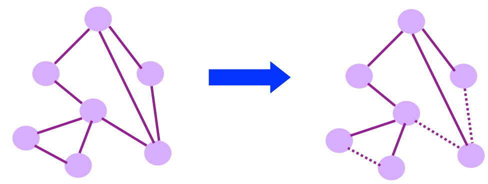
Different Types of Paths

- Static model
  - *What* is computed, not *how* computation performed
- Trade-offs
  - State to represent the paths
  - Efficiency of the paths
  - Ability to support multiple paths
  - Complexity of path computation



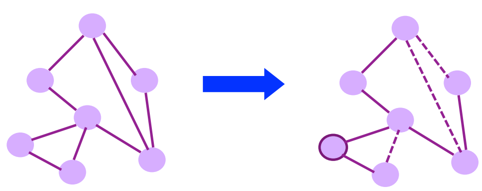
Spanning Tree

- One tree that reaches every node
  - Single path between each pair of nodes
  - No loops, so can support broadcast easily
  - But, paths are long, and some links not used



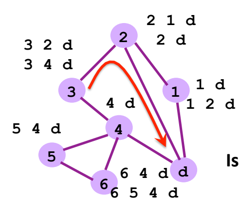
Shortest Paths

- Shortest path(s) between pairs of nodes
  - A shortest-path tree rooted at each node
  - Min hop count or min sum of edge weights
  - Multipath routing is limited to Equal Cost MultiPath



Locally Policy at Each Hop

- Locally best path
  - Local policy: each node picks the path it likes best
  - … among the paths chosen by its neighbors



Is (3 2 d) chosen path?
(A) True
(B) False

Locally Policy at Each Hop

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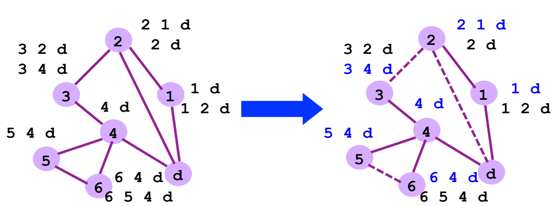
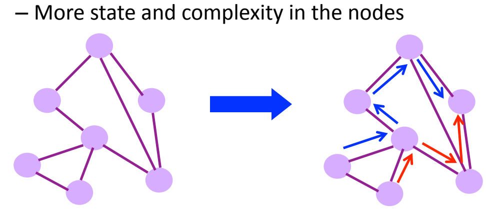


End-to-End Path Selection

- End-to-end path selection
  - Each node picks its own end to end paths
  - … independent of what other paths other nodes use
  - More state and complexity in the nodes



How to Compute Paths?

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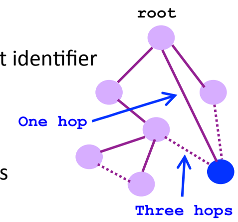
Spanning Tree Algorithm

- Elect a root
  - The switch with the smallest identifier
  - And form a tree from there
- Algorithm
  - Repeatedly talk to neighbors
    - "I think node Y is the root"
    - "My distance from Y is d"
  - Update based on neighbors
    - Smaller id as the root
    - Smaller distance d+1



Used in Ethernet LANs

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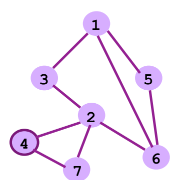
Spanning Tree Example: Switch #4

- Switch #4 thinks it is the root
  - Sends (4, 0, 4) message to 2 and 7
- Switch #4 hears from #2
  - Receives (2, 0, 2) message from 2
  - Thinks #2 is root and it's one hop away
- Switch #4 hears from #7
  - Receives (2, 1, 7) from 7
  - But, this is a longer path, so 4 prefers 4-2 over 4-7-2
  - And removes 4-7 link from the tree



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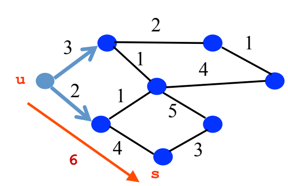
Shortest-Path Problem

- Compute: *path costs* to all nodes
  - From a given source u to all other nodes
  - Cost of the path through each outgoing link
  - Next hop along the least-cost path to s



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Link State: Dijkstra's Algorithm

- Flood the topology information to all nodes
- Each node computes shortest paths to other nodes

Initialization

S = {u}
for all nodes v
  if (v is adjacent to u)
    D(v) = c(u,v)
  else D(v) = ∞

Loop

add w with smallest D(w) to S
update D(v) for all adjacent v:
  D(v) = min{D(v), D(w) + c(w,v)}
until all nodes are in S

Used in OSPF and IS-IS

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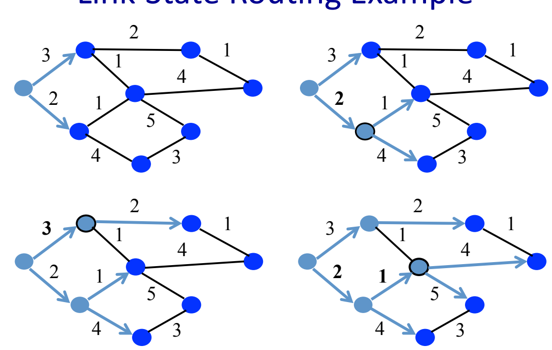
Link-State Routing Example



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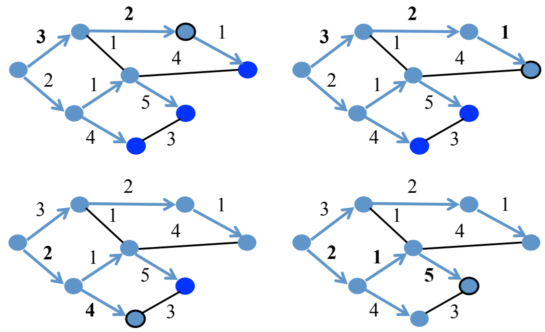
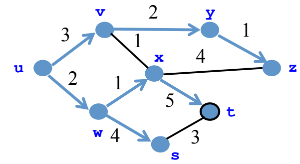
Link-State Routing Example (cont.)



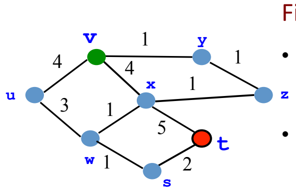
Link State: Shortest-Path Tree

- Shortest-path tree from u
- Forwarding table at u



dest	link
v	(u,v)
w	(u,w)
x	(u,w)
y	(u,v)
z	(u,v)
s	(u,w)
t	(u,w)

Link State: Shortest-Path Tree

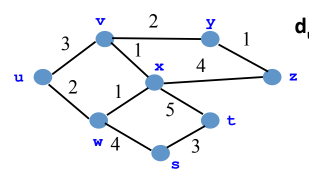


Find shortest path *t* to *v*

- Forwarding table entry at *t*
  (A) (t,x) (B) (t, s)
- Distance from *t* to *v*
  (A) 6 (B) 7 (C) 8 (D) 9
- Rounds to find shortest path
  (A) 5 (B) 6 (C) 7 (D) 8

Distance Vector: Bellman-Ford Algo

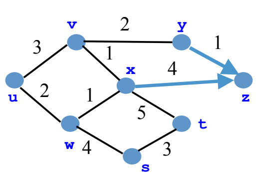
- Define distances at each node x
  - $d_x(y)$ = cost of least-cost path from x to y
- Update distances based on neighbors
  - $d_x(y) = \min\{c(x,v) + d_v(y)\}$ over all neighbors v



$d_u(z) = \min\{\ c(u,v) + d_v(z),$
$c(u,w) + d_w(z)\}$

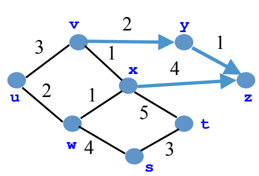
Used in RIP and EIGRP

Distance Vector Example



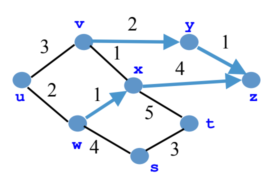
$d_y(z) = 1$

$d_x(z) = 4$

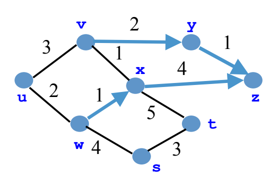


$d_v(z) = \min\{\ 2+d_y(z),$
$1+d_x(z)\ \}$
$= 3$

Distance Vector Example (Cont.)



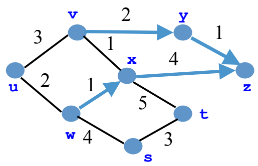
$d_w(z) = \min\{\ 1+d_x(z),$
$4+d_s(z),$
$2+d_u(z)\ \}$
$= 5$

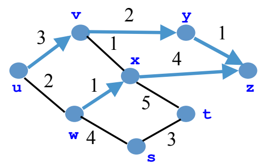


$d_u(z)$ =

(A) 5 (B) 6 (C) 7 (D) 8

Distance Vector Example (Cont.)



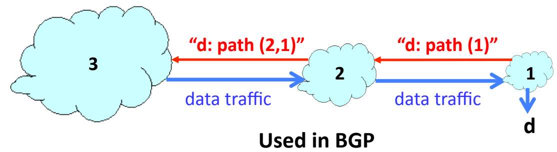


$d_w(z) = \min\{ 1+d_x(z),$
$4+d_s(z),$
$2+d_u(z) \}$
$= 5$

$d_u(z) = \min\{ 3+d_v(z),$
$2+d_w(z) \}$
$= 6$

Path-Vector Routing

- Extension of distance-vector routing
  - Support flexible routing policies
- Key idea: advertise the entire path
  - Distance vector: send *distance metric* per dest d
  - Path vector: send the *entire path* for each dest d

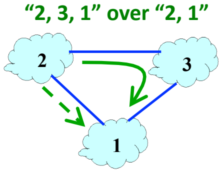


Used in BGP

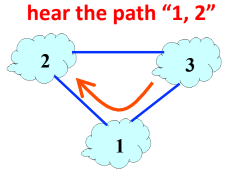
Path-Vector: Flexible Policies

- Each node can apply local policies
  - Path selection: Which path to use?
  - Path export: Which paths to advertise?

Node 2 prefers "2, 3, 1" over "2, 1"

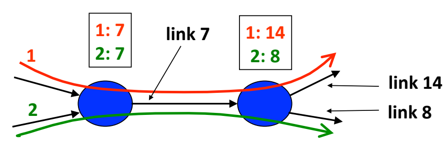


Node 1 doesn't let 3 hear the path "1, 2"



End-to-End Signaling

- Establish end-to-end path in advance
  - Learn the topology (as in link-state routing)
  - End host or router computes and signals a path
    - Signaling: install entry for each circuit at each hop
    - Forwarding: look up the circuit id in the table



Used in MPLS with RSVP

Source Routing

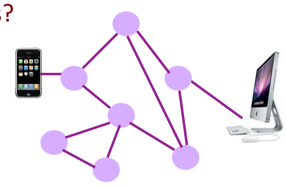
- Similar to end-to-end signaling
  - But the data packet carries the hops in the path
- End-host control
  - Tell the end host the topology
  - Let the end host select the end-to-end path
- Variations of source routing
  - Strict: specify every hop
  - Loose: specify intermediate points

Used in IP source routing (but almost *always* disabled)

Learning Where the Hosts Are

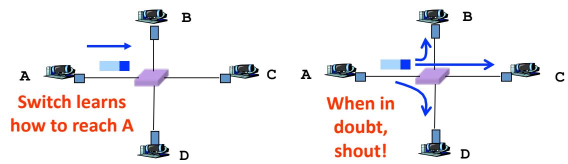
Finding the Hosts

- Building a forwarding table
  – Computing paths between network elements
  – … and figuring out where the end-hosts are
- How to find the hosts?
  – Learning/flooding
  – Injecting into the routing protocol
  – Dissemination using a different protocol
  – Directory service



Learning and Flooding

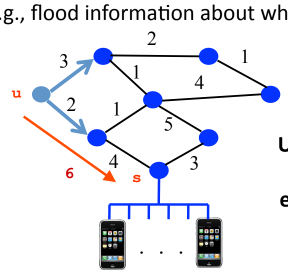
- When a frame arrives
  – Inspect the *source* address
  – Associate address with the incoming interface
- When the frame has an unfamiliar *destination*
  – Forward out all interfaces
  – … except incoming interface



Used in Ethernet LANs

Inject into Routing Protocol

- Treat the end host (or subnet) as a node
  – And disseminate in the routing protocol
  – E.g., flood information about where addresses attach



Used in OSPF and IS-IS, especially in enterprise networks

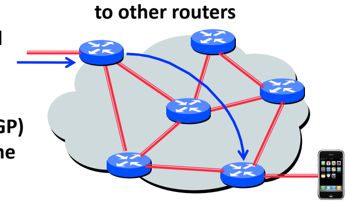
Disseminate With Another Protocol

- Distribute using another protocol
  – One router learns the route
  – … and shares the information with other routers

disseminate route to other routers

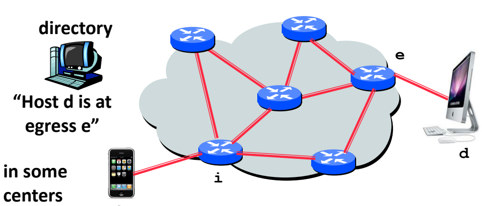
learn a route to d (e.g., via BGP)

Internal BGP (iBGP) used in backbone networks



Directory Service

- Contact a service to learn the location
  – Look up the end-host or subnet address
  – … to determine the label to put on the packet



Used in some data centers

Encapsulate packet to send to egress e

Conclusions: Many Different Solutions

- Ethernet LAN and home networks
  – Spanning tree, MAC learning, flooding
- Enterprise
  – Link-state routing, injecting subnet addresses
- Backbone
  – Link-state routing inside, path-vector routing with neighboring domains, and iBGP dissemination
- Data centers
  – Many different solutions, still in flux