



Backbone Networks

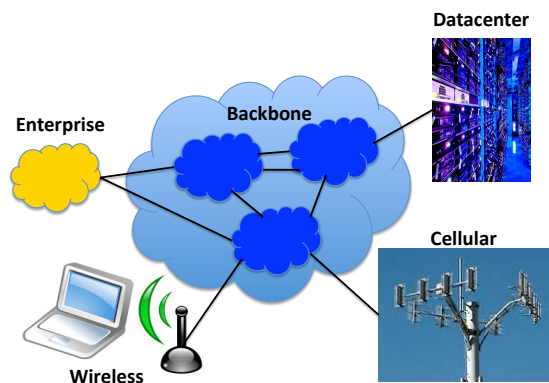
Mike Freedman

COS 461: Computer Networks

Lectures: MW 10-10:50am in Architecture N101

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

Networking Case Studies

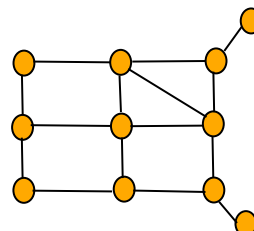


Backbone Topology

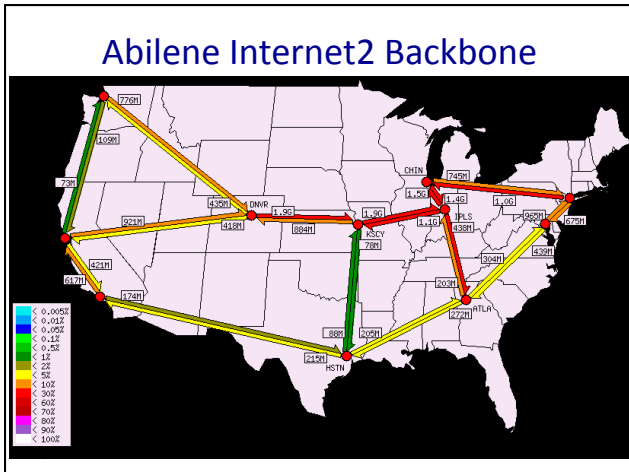
3

Backbone Networks

- **Backbone networks**
 - Multiple Points-of-Presence (PoPs)
 - Lots of communication between PoPs
 - Accommodate traffic demands and limit delay



4



Points-of-Presence (PoPs)

- **Inter-PoP links**
 - Long distances
 - High bandwidth
- **Intra-PoP links**
 - Short cables between racks or floors
 - Aggregated bandwidth
- **Links to other networks**
 - Wide range of media and bandwidth

Where to Locate Nodes and Links

- **Placing Points-of-Presence (PoPs)**
 - Large population of potential customers
 - Other providers or exchange points
 - Cost and availability of real-estate
 - Mostly in major metropolitan areas (“NFL cities”)
- **Placing links between PoPs**
 - Already fiber in the ground
 - Needed to limit propagation delay
 - Needed to handle the traffic load

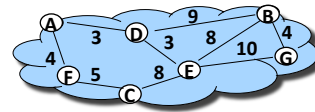
Peering

- **Exchange traffic between customers**
 - Settlement-free
- **Diverse peering locations**
 - Both coasts, and middle
- **Comparable capacity at all peering points**
 - Can handle even load

Combining Intradomain and Interdomain Routing

9

Intradomain Routing

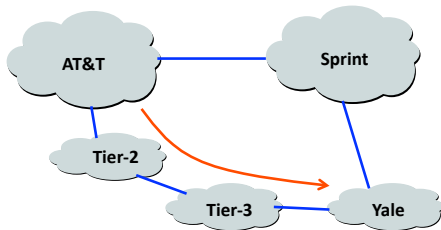


- Compute shortest paths between routers
 - Router C takes path C-F-A to router A
- Using link-state routing protocols
 - E.g., OSPF, IS-IS

10

Interdomain Routing

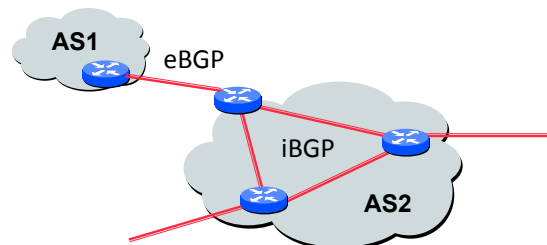
- Learn paths to remote destinations
 - AT&T learns two paths to Yale
- Applies local policies to select a best route



11

An AS is Not a Single Node

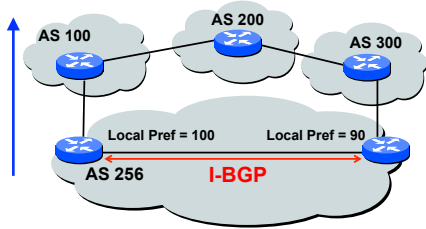
- Multiple routers in an AS
 - Need to distribute BGP information within the AS
 - Internal BGP (iBGP) sessions between routers



12


Internal BGP and Local Preference

- Both routers prefer path through AS 100
- ... even though right router learns external path

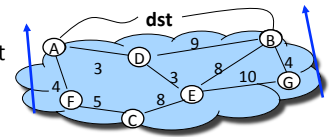


13

Hot-Potato (Early-Exit) Routing

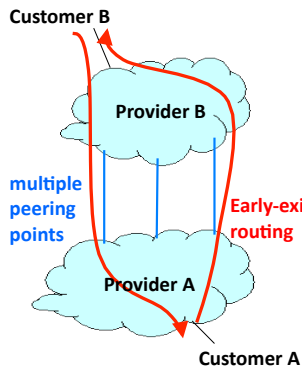
- **Hot-potato routing** 
 - Each router selects the closest egress point
 - ... based on the path cost in intradomain protocol

- **BGP decision process**
 - Highest local preference
 - Shortest AS path
 - Closest egress point
 - Arbitrary tie break



14

Hot-Potato Routing



- **Selfish routing**
 - Each provider dumps traffic on the other
 - As early as possible
- **Asymmetric routing**
 - Traffic does not flow on same path in both directions

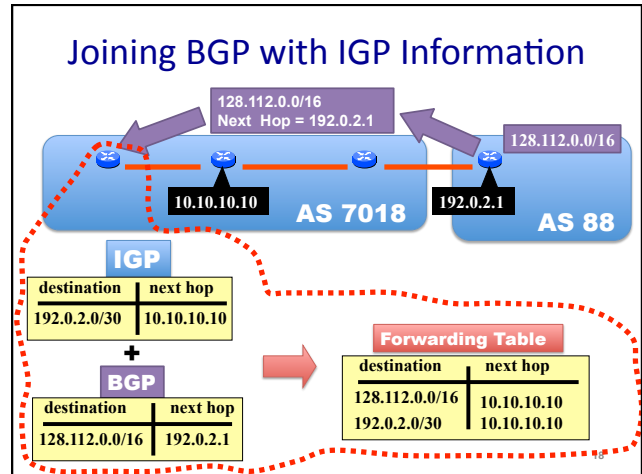
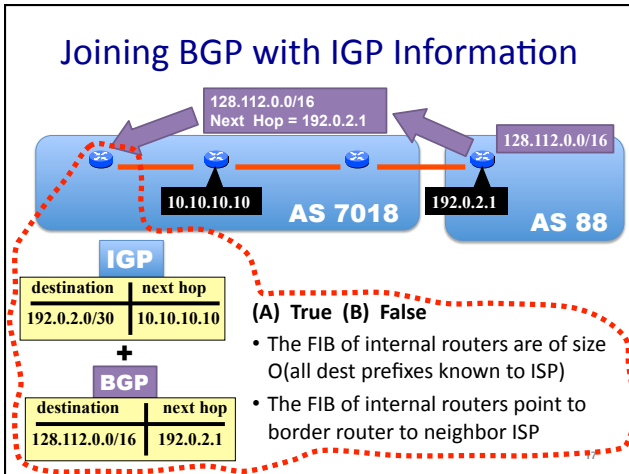
15

Joining BGP and IGP Information

- **Border Gateway Protocol (BGP)**
 - Announces reachability to external destinations
 - Maps a destination prefix to an egress point
 - 128.112.0.0/16 reached via 192.0.2.1
- **Interior Gateway Protocol (IGP)**
 - Used to compute paths within the AS
 - Maps an egress point to an outgoing link
 - 192.0.2.1 reached via 10.1.1.1



16



Interdomain Routing Policy

19

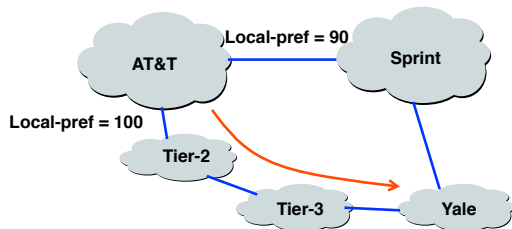
Selecting a Best Path

- **Routing Information Base**
 - Store all BGP routes for each destination prefix
 - Withdrawal: remove the route entry
 - Announcement: update the route entry
- **BGP decision process**
 - Highest local preference
 - Shortest AS path
 - Closest egress point
 - Arbitrary tie break

20

Import Policy: Local Preference

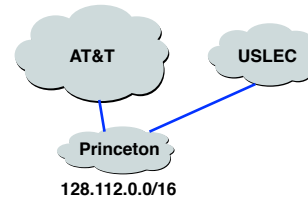
- Favor one path over another
 - Override the influence of AS path length
- Example: prefer customer over peer



21

Import Policy: Filtering

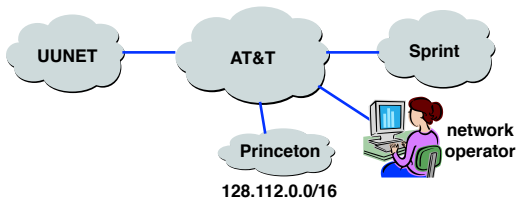
- Discard some route announcements
 - Detect configuration mistakes and attacks
- Examples on session to a customer
 - Discard route if prefix not owned by the customer
 - Discard route with other large ISP in the AS path



22

Export Policy: Filtering

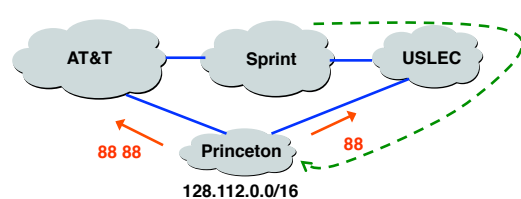
- Discard some route announcements
 - Limit propagation of routing information
- Examples
 - Don't announce routes from one peer to another
 - Don't announce routes for management hosts



23

Export Policy: Attribute Manipulation

- Modify attributes of the active route
 - To influence the way other ASes behave
- Example: AS prepending
 - Artificially inflate AS path length seen by others
 - Convince some ASes to send traffic another way



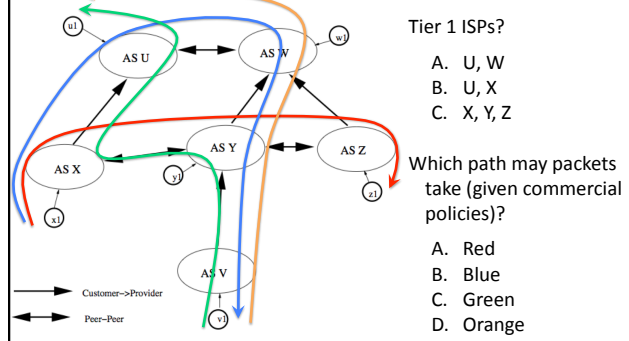
24

Business Relationships

- **Common relationships**
 - Customer-provider
 - Peer-peer
 - Backup, sibling, ...
- **ISP terminology:**
 - Tier-1 (~15 worldwide): No settlement or transit
 - Tier-2 ISPs: Widespread peering, still buy transit
- **Policies implementing in BGP, e.g.,**
 - Import: Ranking customer routes over peer routes
 - Export: Export only customer routes to peers and providers

25

BGP Policy



26

BGP Policy Configuration

- **Routing policy languages are vendor-specific**
 - Not part of the BGP protocol specification
 - Different languages for Cisco, Juniper, etc.
- **Still, all languages have some key features**
 - List of clauses matching on route attributes
 - ... and discarding or modifying the matching routes
- **Configuration done by human operators**
 - Implementing the policies of their AS
 - Business relationships, traffic engineering, security

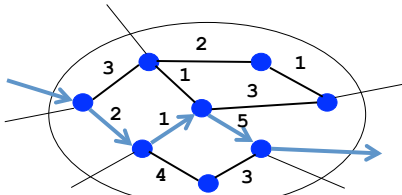
27

Backbone Traffic Engineering

28

Routing With "Static" Link Weights

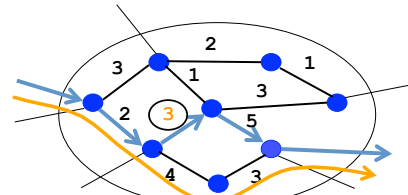
- Routers flood information to learn topology
 - Determine "next hop" to reach other routers...
 - Compute shortest paths based on link weights
- Link weights configured by network operator



29

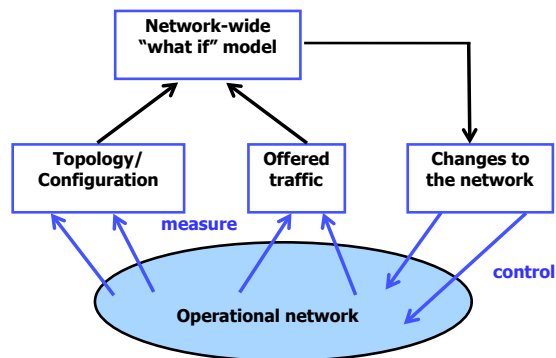
Setting the Link Weights

- How to set the weights
 - Inversely proportional to link capacity?
 - Proportional to propagation delay?
 - Network-wide optimization based on traffic?



30

Measure, Model, and Control



31

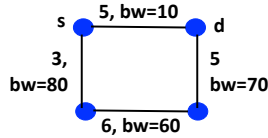
Limitations of Shortest-Path Routing

- Sub-optimal traffic engineering
 - Restricted to paths expressible as link weights
- Limited use of multiple paths
 - Only equal-cost multi-path, with even splitting
- Disruptions when changing the link weights
 - Transient packet loss and delay, and out-of-order
- Slow adaptation to congestion
 - Network-wide re-optimization and configuration
- Overhead of the management system

32

Constrained Shortest Path First

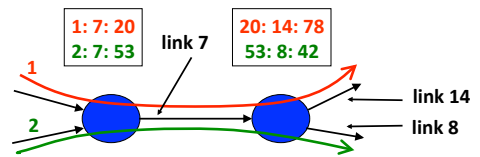
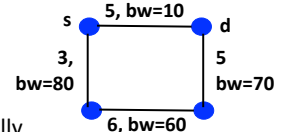
- Run a link-state routing protocol
 - Configurable link weights
 - Plus other metrics like available bandwidth
- Constrained shortest-path computation
 - Prune unwanted links (e.g., not enough bw)
 - Compute shortest path on the remaining graph



33

Constrained Shortest Path First

- Signal along the path
 - Source router sends msg to pin path to dest
 - Revisit decisions periodically, in case better options exist



34

Challenges for Backbone Networks

35

Challenges

- Routing protocol scalability
 - Thousands of routers
 - Hundreds of thousands of address blocks
- Fast failover
 - Slow convergence disrupts user performance
 - Backup paths for faster recovery
 - E.g., backup path around a failed link

36

Challenges

- **Router configuration**
 - Adding customers, planned maintenance, traffic engineering, access control, ...
 - Manual configuration is very error prone
- **Measurement**
 - Measuring traffic, performance, routing, etc.
 - To detect attacks, outages, and anomalies
 - To drive traffic-engineering decisions

37

Challenges

- **Diagnosing performance problems**
 - Incomplete control and visibility
 - Combining measurement data
- **Security**
 - Defensive packet and route filtering
 - Detecting and blocking denial-of-service attacks
 - DNS security, detecting and blocking spam, etc.
- **New services**
 - IPv6, IPTV, ...

38

Conclusions

- **Backbone networks**
 - Transit service for customers
 - Glue that holds the Internet together
- **Routing challenges**
 - Interdomain routing policy
 - Intradomain traffic engineering

39