A note on the use of these ppt slides:
We’re making these slides freely available to all (faculty, students, readers). They’re in PowerPoint form so you see the animations; and can add, modify, and delete slides (including this one) and slide content to suit your needs. They obviously represent a lot of work on our part. In return for use, we only ask the following:
- If you use these slides (e.g., in a class) that you mention their source (after all, we’d like people to use our book!)
- If you post any slides on a www site, that you note that they are adapted from (or perhaps identical to) our slides, and note our copyright of this material.

Thanks and enjoy! JFK/KWR

©All material copyright 1996-2013
J.F Kurose and K.W. Ross, All Rights Reserved
Chapter 4: network layer

chapter goals:

❖ understand principles behind network layer services:
  ▪ network layer service models
  ▪ forwarding versus routing
  ▪ how a router works
  ▪ routing (path selection)
  ▪ broadcast, multicast

❖ instantiation, implementation in the Internet
Chapter 4: outline

4.1 introduction
4.2 virtual circuit and datagram networks
4.3 what’s inside a router
4.4 IP: Internet Protocol
  ▪ datagram format
  ▪ IPv4 addressing
  ▪ ICMP
  ▪ IPv6

4.5 routing algorithms
  ▪ link state
  ▪ distance vector
  ▪ hierarchical routing

4.6 routing in the Internet
  ▪ RIP
  ▪ OSPF
  ▪ BGP

4.7 broadcast and multicast routing
Network layer

- transport segment from sending to receiving host
- on sending side encapsulates segments into datagrams
- on receiving side, delivers segments to transport layer
- network layer protocols in **every** host, router
- router examines header fields in all IP datagrams passing through it
Two key network-layer functions

- **forwarding**: move packets from router’s input to appropriate router output
  - analogy:
    - **routing**: process of planning trip from source to dest.
    - **forwarding**: process of getting through single interchange

- **routing**: determine route taken by packets from source to dest.
  - **routing algorithms**
Interplay between routing and forwarding

Routing algorithm determines the end-end-path through the network. The local forwarding table determines the local forwarding at this router. The header value in the arriving packet's header is used to determine the output link.
Connection setup

- 3rd important function in some network architectures:
  - ATM, frame relay, X.25
- before datagrams flow, two end hosts and intervening routers establish virtual connection
  - routers get involved
- network vs transport layer connection service:
  - network: between two hosts (may also involve intervening routers in case of VCs)
  - transport: between two processes
Network service model

Q: What *service model* for “channel” transporting datagrams from sender to receiver?

*example services for individual datagrams:*
- guaranteed delivery
- guaranteed delivery with less than 40 msec delay

*example services for a flow of datagrams:*
- in-order datagram delivery
- guaranteed minimum bandwidth to flow
- restrictions on changes in inter-packet spacing
### Network layer service models:

<table>
<thead>
<tr>
<th>Network Architecture</th>
<th>Service Model</th>
<th>Guarantees?</th>
<th>Congestion feedback</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Bandwidth</td>
<td>Loss</td>
</tr>
<tr>
<td>Internet</td>
<td>best effort</td>
<td>none</td>
<td>no</td>
</tr>
<tr>
<td>ATM</td>
<td>CBR</td>
<td>constant rate</td>
<td>yes</td>
</tr>
<tr>
<td>ATM</td>
<td>VBR</td>
<td>guaranteed rate</td>
<td>yes</td>
</tr>
<tr>
<td>ATM</td>
<td>ABR</td>
<td>guaranteed minimum</td>
<td>no</td>
</tr>
<tr>
<td>ATM</td>
<td>UBR</td>
<td>none</td>
<td>no</td>
</tr>
</tbody>
</table>
Chapter 4: outline

4.1 introduction
4.2 virtual circuit and datagram networks
4.3 what’s inside a router
4.4 IP: Internet Protocol
   - datagram format
   - IPv4 addressing
   - ICMP
   - IPv6
4.5 routing algorithms
   - link state
   - distance vector
   - hierarchical routing
4.6 routing in the Internet
   - RIP
   - OSPF
   - BGP
4.7 broadcast and multicast routing
Connection, connection-less service

- **datagram** network provides network-layer *connectionless* service
- **virtual-circuit** network provides network-layer *connection* service
- analogous to TCP/UDP connection-oriented / connectionless transport-layer services, but:
  - **service**: host-to-host
  - **no choice**: network provides one or the other
  - **implementation**: in network core
Virtual circuits

“source-to-dest path behaves much like telephone circuit”

- performance-wise
- network actions along source-to-dest path

- call setup, teardown for each call before data can flow
- each packet carries VC identifier (not destination host address)
- every router on source-dest path maintains “state” for each passing connection
- link, router resources (bandwidth, buffers) may be allocated to VC (dedicated resources = predictable service)
VC implementation

a VC consists of:
1. path from source to destination
2. VC numbers, one number for each link along path
3. entries in forwarding tables in routers along path

❖ packet belonging to VC carries VC number (rather than dest address)
❖ VC number can be changed on each link.
  ▪ new VC number comes from forwarding table
VC forwarding table

<table>
<thead>
<tr>
<th>Incoming interface</th>
<th>Incoming VC #</th>
<th>Outgoing interface</th>
<th>Outgoing VC #</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>12</td>
<td>3</td>
<td>22</td>
</tr>
<tr>
<td>2</td>
<td>63</td>
<td>1</td>
<td>18</td>
</tr>
<tr>
<td>3</td>
<td>7</td>
<td>2</td>
<td>17</td>
</tr>
<tr>
<td>1</td>
<td>97</td>
<td>3</td>
<td>87</td>
</tr>
<tr>
<td>…</td>
<td>…</td>
<td>…</td>
<td>…</td>
</tr>
</tbody>
</table>

VC routers maintain connection state information!
Virtual circuits: signaling protocols

- used to setup, maintain, teardown VC
- used in ATM, frame-relay, X.25
- not used in today’s Internet

1. initiate call
2. incoming call
3. accept call
4. call connected
5. data flow begins
6. receive data

Diagram:

- Application
- Transport
- Network
- Data Link
- Physical
Datagram networks

- no call setup at network layer
- routers: no state about end-to-end connections
  - no network-level concept of “connection”
- packets forwarded using destination host address
Datagram forwarding table

4 billion IP addresses, so rather than list individual destination address list range of addresses (aggregate table entries)

IP destination address in arriving packet’s header

<table>
<thead>
<tr>
<th>dest address</th>
<th>output link</th>
</tr>
</thead>
<tbody>
<tr>
<td>address-range 1</td>
<td>3</td>
</tr>
<tr>
<td>address-range 2</td>
<td>2</td>
</tr>
<tr>
<td>address-range 3</td>
<td>2</td>
</tr>
<tr>
<td>address-range 4</td>
<td>1</td>
</tr>
</tbody>
</table>
### Datagram forwarding table

<table>
<thead>
<tr>
<th>Destination Address Range</th>
<th>Link Interface</th>
</tr>
</thead>
<tbody>
<tr>
<td>11001000 00010111 00010000 00000000 through 11001000 00010111 00010111 11111111</td>
<td>0</td>
</tr>
<tr>
<td>11001000 00010111 00010111 11111111 through 11001000 00010111 00011000 00000000</td>
<td>1</td>
</tr>
<tr>
<td>11001000 00010111 00011001 00000000 through 11001000 00010111 00011111 11111111</td>
<td>2</td>
</tr>
<tr>
<td>otherwise through 11001000 00010111 00011111 11111111</td>
<td>3</td>
</tr>
</tbody>
</table>

**Q:** but what happens if ranges don’t divide up so nicely?
Longest prefix matching

When looking for forwarding table entry for given destination address, use *longest* address prefix that matches destination address.

<table>
<thead>
<tr>
<th>Destination Address Range</th>
<th>Link interface</th>
</tr>
</thead>
<tbody>
<tr>
<td>11001000 00010111 00011000 *********</td>
<td>0</td>
</tr>
<tr>
<td>11001000 00010111 00010110 10100001</td>
<td>1</td>
</tr>
<tr>
<td>11001000 00010111 000111*** *********</td>
<td>2</td>
</tr>
<tr>
<td>otherwise</td>
<td>3</td>
</tr>
</tbody>
</table>

Examples:

DA: 11001000 00010111 00010110 10100001

Which interface?

DA: 11001000 00010111 00011000 10101010

Which interface?
Datagram or VC network: why?

**Internet (datagram)**
- data exchange among computers
  - “elastic” service, no strict timing req.
- many link types
  - different characteristics
  - uniform service difficult
- “smart” end systems (computers)
  - can adapt, perform control, error recovery
  - *simple inside network, complexity at “edge”*

**ATM (VC)**
- evolved from telephony
- human conversation:
  - strict timing, reliability requirements
  - need for guaranteed service
- “dumb” end systems
  - telephones
  - *complexity inside network*
Chapter 4: outline

4.1 introduction
4.2 virtual circuit and datagram networks
4.3 what’s inside a router
4.4 IP: Internet Protocol
   ▪ datagram format
   ▪ IPv4 addressing
   ▪ ICMP
   ▪ IPv6
4.5 routing algorithms
   ▪ link state
   ▪ distance vector
   ▪ hierarchical routing
4.6 routing in the Internet
   ▪ RIP
   ▪ OSPF
   ▪ BGP
4.7 broadcast and multicast routing
Router architecture overview

two key router functions:

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

forwarding tables computed, pushed to input ports

routing processor

routing, management control plane (software)

forwarding data plane (hardware)

router input ports

high-seed switching fabric

router output ports
Input port functions

- **Physical layer**: bit-level reception
- **Data link layer**: e.g., Ethernet

### Decentralized Switching:
- Given datagram dest., lookup output port using forwarding table in input port memory ("match plus action")
- Goal: complete input port processing at ‘line speed’
- Queuing: if datagrams arrive faster than forwarding rate into switch fabric

**Diagram Notes**:
- Line termination
- Link layer protocol (receive)
- Lookup, forwarding queueing
- Switch fabric
Switching fabrics

- transfer packet from input buffer to appropriate output buffer
- switching rate: rate at which packets can be transfer from inputs to outputs
  - often measured as multiple of input/output line rate
  - N inputs: switching rate N times line rate desirable

- three types of switching fabrics

- Memory
- Bus
- Crossbar
Switching via memory

*first generation routers:*

- traditional computers with switching under direct control of CPU
- packet copied to system’s memory
- speed limited by memory bandwidth (2 bus crossings per datagram)
Switching via a bus

- datagram from input port memory to output port memory via a shared bus
- **bus contention**: switching speed limited by bus bandwidth
- 32 Gbps bus, Cisco 5600: sufficient speed for access and enterprise routers
Switching via interconnection network

- overcome bus bandwidth limitations
- banyan networks, crossbar, other interconnection nets initially developed to connect processors in multiprocessor
- advanced design: fragmenting datagram into fixed length cells, switch cells through the fabric.
- Cisco 12000: switches 60 Gbps through the interconnection network
Output ports

- **buffering** required when datagrams arrive from fabric faster than the transmission rate.
- **scheduling discipline** chooses among queued datagrams.

_datagram (packets) can be lost due to congestion, lack of buffers_

Output port queueing

- buffering when arrival rate via switch exceeds output line speed
- queueing (delay) and loss due to output port buffer overflow!
How much buffering?

- RFC 3439 rule of thumb: average buffering equal to “typical” RTT (say 250 msec) times link capacity $C$
  - e.g., $C = 10$ Gpbs link: 2.5 Gbit buffer
- recent recommendation: with $N$ flows, buffering equal to
  \[
  \frac{\text{RTT} \cdot C}{\sqrt{N}}
  \]
Input port queuing

- fabric slower than input ports combined -> queueing may occur at input queues
  - *queueing delay and loss due to input buffer overflow!*
- Head-of-the-Line (HOL) blocking: queued datagram at front of queue prevents others in queue from moving forward

output port contention: only one red datagram can be transferred. *lower red packet is blocked*

one packet time later: green packet experiences HOL blocking
Chapter 4: outline

4.1 introduction
4.2 virtual circuit and datagram networks
4.3 what’s inside a router
4.4 IP: Internet Protocol
   ▪ datagram format
   ▪ IPv4 addressing
   ▪ ICMP
   ▪ IPv6
4.5 routing algorithms
   ▪ link state
   ▪ distance vector
   ▪ hierarchical routing
4.6 routing in the Internet
   ▪ RIP
   ▪ OSPF
   ▪ BGP
4.7 broadcast and multicast routing
The Internet network layer

host, router network layer functions:

**Routing Protocols**
- path selection
- RIP, OSPF, BGP

**IP Protocol**
- addressing conventions
- datagram format
- packet handling

**ICMP Protocol**
- error reporting
- router “signaling”
# IP datagram format

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ver</td>
<td>IP protocol version number</td>
</tr>
<tr>
<td>head.</td>
<td>Header length (bytes)</td>
</tr>
<tr>
<td>type of</td>
<td>&quot;type&quot; of data</td>
</tr>
<tr>
<td>service</td>
<td></td>
</tr>
<tr>
<td>len</td>
<td>16-bit identifier</td>
</tr>
<tr>
<td>flgs</td>
<td>Max number remaining hops (decremented at each router)</td>
</tr>
<tr>
<td>fragment</td>
<td>Time to live</td>
</tr>
<tr>
<td>offset</td>
<td>Upper layer</td>
</tr>
<tr>
<td>header</td>
<td>32-bit source IP address</td>
</tr>
<tr>
<td>checksum</td>
<td>32-bit destination IP address</td>
</tr>
<tr>
<td>options</td>
<td>Options (if any)</td>
</tr>
<tr>
<td>data</td>
<td>Data (variable length, typically a TCP or UDP segment)</td>
</tr>
</tbody>
</table>

**how much overhead?**
- 20 bytes of TCP
- 20 bytes of IP
- = 40 bytes + app layer overhead

- e.g. timestamp, record route taken, specify list of routers to visit.
IP fragmentation, reassembly

- network links have MTU (max.transfer size) - largest possible link-level frame
  - different link types, different MTUs
- large IP datagram divided (“fragmented”) within net
  - one datagram becomes several datagrams
  - “reassembled” only at final destination
  - IP header bits used to identify, order related fragments

fragmentation: in: one large datagram out: 3 smaller datagrams
reassembly

Network Layer 4-35
IP fragmentation, reassembly

example:
- 4000 byte datagram
- MTU = 1500 bytes

one large datagram becomes several smaller datagrams

1480 bytes in data field

offset = 1480/8
Chapter 4: outline

4.1 introduction
4.2 virtual circuit and datagram networks
4.3 what’s inside a router
4.4 IP: Internet Protocol
  - datagram format
  - IPv4 addressing
  - ICMP
  - IPv6
4.5 routing algorithms
  - link state
  - distance vector
  - hierarchical routing
4.6 routing in the Internet
  - RIP
  - OSPF
  - BGP
4.7 broadcast and multicast routing
IP addressing: introduction

- **IP address**: 32-bit identifier for host, router *interface*
- **interface**: connection between host/router and physical link
  - router’s typically have multiple interfaces
  - host typically has one or two interfaces (e.g., wired Ethernet, wireless 802.11)
- **IP addresses associated with each interface**

\[
223.1.1.1 = 11011111\ 00000001\ 00000001\ 00000001
\]

\[
223 \quad 1 \quad 1 \quad 1 \quad 1
\]
IP addressing: introduction

**Q:** how are interfaces actually connected?

**A:** we’ll learn about that in chapter 5, 6.

**A:** wired Ethernet interfaces connected by Ethernet switches

For now: don’t need to worry about how one interface is connected to another (with no intervening router)

**A:** wireless WiFi interfaces connected by WiFi base station
Subnets

- **IP address:**
  - subnet part - high order bits
  - host part - low order bits
- **what’s a subnet?**
  - device interfaces with same subnet part of IP address
  - can physically reach each other *without intervening router*
Subnets

.recipe

❖ to determine the subnets, detach each interface from its host or router, creating islands of isolated networks
❖ each isolated network is called a subnet

subnet mask: /24
Subnets

how many?
IP addressing: CIDR

CIDR: Classless InterDomain Routing
- subnet portion of address of arbitrary length
- address format: a.b.c.d/x, where x is # bits in subnet portion of address

Example: 200.23.16.0/23
IP addresses: how to get one?

Q: How does a host get IP address?

- hard-coded by system admin in a file
  - Windows: control-panel->network->configuration->tcp/ip->properties
  - UNIX: /etc/rc.config
- **DHCP:** Dynamic Host Configuration Protocol: dynamically get address from as server
  - “plug-and-play”
DHCP: Dynamic Host Configuration Protocol

**goal:** allow host to *dynamically* obtain its IP address from network server when it joins network

- can renew its lease on address in use
- allows reuse of addresses (only hold address while connected/“on”)
- support for mobile users who want to join network (more shortly)

**DHCP overview:**

- host broadcasts “DHCP discover” msg [optional]
- DHCP server responds with “DHCP offer” msg [optional]
- host requests IP address: “DHCP request” msg
- DHCP server sends address: “DHCP ack” msg
DHCP client-server scenario

DHCP server

arriving DHCP client needs address in this network

223.1.1.0/24

223.1.1.1
223.1.1.2
223.1.1.3

223.1.2.0/24

223.1.2.1
223.1.2.2
223.1.2.9

223.1.3.0/24

223.1.3.1
223.1.3.2

223.1.1.4
223.1.3.27

DHCP client-server scenario

DHCP server

arriving DHCP client needs address in this network

223.1.1.0/24

223.1.1.1
223.1.1.2
223.1.1.3

223.1.2.0/24

223.1.2.1
223.1.2.2
223.1.2.9

223.1.3.0/24

223.1.3.1
223.1.3.2

223.1.1.4
223.1.3.27

DHCP client-server scenario

DHCP server

arriving DHCP client needs address in this network

223.1.1.0/24

223.1.1.1
223.1.1.2
223.1.1.3

223.1.2.0/24

223.1.2.1
223.1.2.2
223.1.2.9

223.1.3.0/24

223.1.3.1
223.1.3.2

223.1.1.4
223.1.3.27

DHCP client-server scenario

DHCP server

arriving DHCP client needs address in this network

223.1.1.0/24

223.1.1.1
223.1.1.2
223.1.1.3

223.1.2.0/24

223.1.2.1
223.1.2.2
223.1.2.9

223.1.3.0/24

223.1.3.1
223.1.3.2

223.1.1.4
223.1.3.27
DHCP client-server scenario

DHCP server: 223.1.2.5

DHCP discover

Broadcast: is there a DHCP server out there?

DHCP offer

Broadcast: I’m a DHCP server! Here’s an IP address you can use

DHCP request

Broadcast: OK. I’ll take that IP address!

DHCP ACK

Broadcast: OK. You’ve got that IP address!
DHCP: more than IP addresses

DHCP can return more than just allocated IP address on subnet:

- address of first-hop router for client
- name and IP address of DNS server
- network mask (indicating network versus host portion of address)
Connecting laptop needs its IP address, addr of first-hop router, addr of DNS server: use DHCP.

- DHCP request encapsulated in UDP, encapsulated in IP, encapsulated in 802.1 Ethernet.
- Ethernet frame broadcast (dest: FFFFFFFF) on LAN, received at router running DHCP server.
- Ethernet demuxed to IP demuxed, UDP demuxed to DHCP.
DHCP: example

- DCP server formulates DHCP ACK containing client’s IP address, IP address of first-hop router for client, name & IP address of DNS server
- encapsulation of DHCP server, frame forwarded to client, demuxing up to DHCP at client
- client now knows its IP address, name and IP address of DNS server, IP address of its first-hop router
DHCP: Wireshark output (home LAN)

Message type: **Boot Request (1)**
Hardware type: Ethernet
Hardware address length: 6
Hops: 0
Transaction ID: 0x6b3a11b7
Seconds elapsed: 0
Boostrap flags: 0x0000 (Unicast)
Client IP address: 0.0.0.0 (0.0.0.0)
Next server IP address: 0.0.0.0 (0.0.0.0)
Relay agent IP address: 0.0.0.0 (0.0.0.0)
**Client MAC address: Wistron_23:68:8a (00:16:d3:23:68:8a)**
Server host name not given
Boot file name not given
Magic cookie: (OK)
Option: (t=53,l=1) **DHCP Message Type = DHCP Request**
Option: (61) Client identifier
  Length: 7; Value: 010016D323688A;
  Hardware type: Ethernet
  Client MAC address: Wistron_23:68:8a (00:16:d3:23:68:8a)
Option: (t=50,l=4) Requested IP Address = 192.168.1.101
Option: (t=12,l=5) Host Name = "nomad"
Option: (55) Parameter Request List
  Length: 11; Value: 010F03062C2E2F1F21F92B
  1 = Subnet Mask; 15 = Domain Name
  3 = Router; 6 = Domain Name Server
  44 = NetBIOS over TCP/IP Name Server
  ...

Message type: **Boot Reply (2)**
Hardware type: Ethernet
Hardware address length: 6
Hops: 0
Transaction ID: 0x6b3a11b7
Seconds elapsed: 0
Boostrap flags: 0x0000 (Unicast)
Client IP address: 192.168.1.101 (192.168.1.101)
Your (client) IP address: 0.0.0.0 (0.0.0.0)
Next server IP address: 192.168.1.1 (192.168.1.1)
Relay agent IP address: 0.0.0.0 (0.0.0.0)
Client MAC address: Wistr_23:68:8a (00:16:d3:23:68:8a)
Server host name not given
Boot file name not given
Magic cookie: (OK)
Option: (t=53,l=1) DHCP Message Type = DHCP ACK
Option: (t=54,l=4) Server Identifier = 192.168.1.1
Option: (t=1,l=4) Subnet Mask = 255.255.255.0
Option: (t=3,l=4) Router = 192.168.1.1
Option: (6) Domain Name Server
  Length: 12; Value: 445747E2445749F24457092;
  IP Address: 68.87.71.226;
  IP Address: 68.87.73.242;
  IP Address: 68.87.64.146
Option: (t=15,l=20) Domain Name = "hsd1.ma.comcast.net."
**IP addresses: how to get one?**

**Q:** how does *network* get subnet part of IP addr?

**A:** gets allocated portion of its provider ISP’s address space

<table>
<thead>
<tr>
<th>ISP's block</th>
<th>11001000 00010111 00010000 00000000</th>
<th>200.23.16.0/20</th>
</tr>
</thead>
<tbody>
<tr>
<td>Organization 0</td>
<td>11001000 00010111 00010000 00000000</td>
<td>200.23.16.0/23</td>
</tr>
<tr>
<td>Organization 1</td>
<td>11001000 00010111 00010010 00000000</td>
<td>200.23.18.0/23</td>
</tr>
<tr>
<td>Organization 2</td>
<td>11001000 00010111 00010100 00000000</td>
<td>200.23.20.0/23</td>
</tr>
<tr>
<td>...</td>
<td>......</td>
<td>....</td>
</tr>
<tr>
<td>Organization 7</td>
<td>11001000 00010111 00011110 00000000</td>
<td>200.23.30.0/23</td>
</tr>
</tbody>
</table>
Hierarchical addressing: route aggregation

Hierarchical addressing allows efficient advertisement of routing information:

- Organization 0
  - 200.23.16.0/23
- Organization 1
  - 200.23.18.0/23
- Organization 2
  - 200.23.20.0/23
- Organization 7
  - 200.23.30.0/23

Fly-By-Night-ISP

“Send me anything with addresses beginning 200.23.16.0/20”

ISPs-R-Us

“Send me anything with addresses beginning 199.31.0.0/16”

Internet
Hierarchical addressing: more specific routes

ISPs-R-Us has a more specific route to Organization 1

```
Organization 0
  200.23.16.0/23

Organization 2
  200.23.20.0/23

Organization 7
  200.23.30.0/23

Organization 1
  200.23.18.0/23

ISP-R-Rs

Fly-By-Night-ISP

"Send me anything with addresses beginning 200.23.16.0/20"

ISP-R-Rs

"Send me anything with addresses beginning 199.31.0.0/16 or 200.23.18.0/23"

Internet
```
IP addressing: the last word...

Q: how does an ISP get block of addresses?
A: ICANN: Internet Corporation for Assigned Names and Numbers http://www.icann.org/
  ▪ allocates addresses
  ▪ manages DNS
  ▪ assigns domain names, resolves disputes
NAT: network address translation

**rest of Internet**

**local network (e.g., home network)**
10.0.0/24

10.0.0.1
10.0.0.2
10.0.0.3

10.0.0.4

138.76.29.7

*all* datagrams *leaving* local network have *same* single source NAT IP address: 138.76.29.7, different source port numbers

Datagrams with source or destination in this network have 10.0.0/24 address for source, destination (as usual)
motivation: local network uses just one IP address as far as outside world is concerned:

- range of addresses not needed from ISP: just one IP address for all devices
- can change addresses of devices in local network without notifying outside world
- can change ISP without changing addresses of devices in local network
- devices inside local net not explicitly addressable, visible by outside world (a security plus)
NAT: network address translation

**implementation**: NAT router must:

- **outgoing datagrams: replace** (source IP address, port #) of every outgoing datagram to (NAT IP address, new port #)
  
  ... remote clients/servers will respond using (NAT IP address, new port #) as destination addr

- **remember (in NAT translation table)** every (source IP address, port #) to (NAT IP address, new port #) translation pair

- **incoming datagrams: replace** (NAT IP address, new port #) in dest fields of every incoming datagram with corresponding (source IP address, port #) stored in NAT table
2: NAT router changes datagram source addr from 10.0.0.1, 3345 to 138.76.29.7, 5001, updates table

1: host 10.0.0.1 sends datagram to 128.119.40.186, 80

NAT translation table

<table>
<thead>
<tr>
<th>WAN side addr</th>
<th>LAN side addr</th>
</tr>
</thead>
<tbody>
<tr>
<td>138.76.29.7, 5001</td>
<td>10.0.0.1, 3345</td>
</tr>
<tr>
<td>……</td>
<td>……</td>
</tr>
</tbody>
</table>

3: reply arrives dest. address: 138.76.29.7, 5001

4: NAT router changes datagram dest addr from 138.76.29.7, 5001 to 10.0.0.1, 3345
NAT: network address translation

- 16-bit port-number field:
  - 60,000 simultaneous connections with a single LAN-side address!

- NAT is controversial:
  - routers should only process up to layer 3
  - violates end-to-end argument
    - NAT possibility must be taken into account by app designers, e.g., P2P applications
  - address shortage should instead be solved by IPv6
NAT traversal problem

- client wants to connect to server with address 10.0.0.1
  - server address 10.0.0.1 local to LAN (client can’t use it as destination addr)
  - only one externally visible NATed address: 138.76.29.7
- **solution1**: statically configure NAT to forward incoming connection requests at given port to server
  - e.g., (123.76.29.7, port 2500) always forwarded to 10.0.0.1 port 25000
NAT traversal problem

- **solution 2:** Universal Plug and Play (UPnP) Internet Gateway Device (IGD) Protocol. Allows NATed host to:
  - learn public IP address (138.76.29.7)
  - add/remove port mappings (with lease times)

  i.e., automate static NAT port map configuration
NAT traversal problem

- **solution 3**: relaying (used in Skype)
  - NATed client establishes connection to relay
  - external client connects to relay
  - relay bridges packets between to connections

**Diagram:**
1. Connection to relay initiated by NATed host
2. Connection to relay initiated by client
3. Relaying established

**Network Diagram:**
- NATed client
- External client
- Relay
- NAT router
- 10.0.0.1
- 138.76.29.7
Chapter 4: outline

4.1 introduction
4.2 virtual circuit and datagram networks
4.3 what’s inside a router
4.4 IP: Internet Protocol
   - datagram format
   - IPv4 addressing
   - ICMP
   - IPv6
4.5 routing algorithms
   - link state
   - distance vector
   - hierarchical routing
4.6 routing in the Internet
   - RIP
   - OSPF
   - BGP
4.7 broadcast and multicast routing
ICMP: internet control message protocol

- used by hosts & routers to communicate network-level information
  - error reporting: unreachable host, network, port, protocol
  - echo request/reply (used by ping)
- network-layer “above” IP:
  - ICMP msgs carried in IP datagrams
- ICMP message: type, code plus first 8 bytes of IP datagram causing error

<table>
<thead>
<tr>
<th>Type</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>echo reply (ping)</td>
</tr>
<tr>
<td>3</td>
<td>0</td>
<td>dest. network unreachable</td>
</tr>
<tr>
<td>3</td>
<td>1</td>
<td>dest host unreachable</td>
</tr>
<tr>
<td>3</td>
<td>2</td>
<td>dest protocol unreachable</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td>dest port unreachable</td>
</tr>
<tr>
<td>3</td>
<td>6</td>
<td>dest network unknown</td>
</tr>
<tr>
<td>3</td>
<td>7</td>
<td>dest host unknown</td>
</tr>
<tr>
<td>4</td>
<td>0</td>
<td>source quench (congestion control - not used)</td>
</tr>
<tr>
<td>8</td>
<td>0</td>
<td>echo request (ping)</td>
</tr>
<tr>
<td>9</td>
<td>0</td>
<td>route advertisement</td>
</tr>
<tr>
<td>10</td>
<td>0</td>
<td>router discovery</td>
</tr>
<tr>
<td>11</td>
<td>0</td>
<td>TTL expired</td>
</tr>
<tr>
<td>12</td>
<td>0</td>
<td>bad IP header</td>
</tr>
</tbody>
</table>
Traceroute and ICMP

- source sends series of UDP segments to dest
  - first set has TTL = 1
  - second set has TTL = 2, etc.
  - unlikely port number
- when \( n \)th set of datagrams arrives to \( n \)th router:
  - router discards datagrams
  - and sends source ICMP messages (type 11, code 0)
  - ICMP messages includes name of router & IP address
- when ICMP messages arrives, source records RTTs

**stopping criteria:**
- UDP segment eventually arrives at destination host
- destination returns ICMP “port unreachable” message (type 3, code 3)
- source stops
**IPv6: motivation**

- *initial motivation*: 32-bit address space soon to be completely allocated.
- additional motivation:
  - header format helps speed processing/forwarding
  - header changes to facilitate QoS

**IPv6 datagram format:**
- fixed-length 40 byte header
- no fragmentation allowed
IPv6 datagram format

**priority:** identify priority among datagrams in flow

**flow Label:** identify datagrams in same “flow.”
(concept of “flow” not well defined).

**next header:** identify upper layer protocol for data

<table>
<thead>
<tr>
<th>ver</th>
<th>pri</th>
<th>flow label</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>payload len</th>
<th>next hdr</th>
<th>hop limit</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>source address</th>
<th>(128 bits)</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>destination address</th>
<th>(128 bits)</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>data</th>
</tr>
</thead>
</table>

32 bits
Other changes from IPv4

- **checksum**: removed entirely to reduce processing time at each hop
- **options**: allowed, but outside of header, indicated by “Next Header” field
- **ICMPv6**: new version of ICMP
  - additional message types, e.g. “Packet Too Big”
  - multicast group management functions
Transition from IPv4 to IPv6

- not all routers can be upgraded simultaneously
  - no “flag days”
  - how will network operate with mixed IPv4 and IPv6 routers?
- **tunneling**: IPv6 datagram carried as payload in IPv4 datagram among IPv4 routers
Tunneling

logical view:
A IPv6 -- IPv4 tunnel connecting IPv6 routers -- IPv4 tunnel -- IPv6
B IPv6

physical view:
**Tunneling**

**Logical view:**
- **A** (IPv6) -> **B** (IPv6) -> **E** (IPv6) -> **F** (IPv6)
- Flow: X, src: A, dest: F
- Data

**Physical view:**
- **A** (IPv6) -> **B** (IPv6) -> **C** (IPv4) -> **D** (IPv4) -> **E** (IPv6) -> **F** (IPv6)
- Flow: X, src: A, dest: F
- Data

**IPv4 tunnel connecting IPv6 routers**

- A-to-B: IPv6
- B-to-C: IPv6 inside IPv4
- B-to-C: IPv6 inside IPv4
- E-to-F: IPv6
IPv6: adoption

- US National Institutes of Standards estimate [2013]:
  - ~3% of industry IP routers
  - ~11% of US gov’t routers

- Long (long!) time for deployment, use
  - 20 years and counting!
  - think of application-level changes in last 20 years: WWW, Facebook, …
  - Why?
Chapter 4: outline

4.1 introduction
4.2 virtual circuit and datagram networks
4.3 what’s inside a router
4.4 IP: Internet Protocol
   - datagram format
   - IPv4 addressing
   - ICMP
   - IPv6
4.5 routing algorithms
   - link state
   - distance vector
   - hierarchical routing
4.6 routing in the Internet
   - RIP
   - OSPF
   - BGP
4.7 broadcast and multicast routing
Interplay between routing, forwarding

**Routing Algorithm**

**Local Forwarding Table**

<table>
<thead>
<tr>
<th>dest address</th>
<th>output link</th>
</tr>
</thead>
<tbody>
<tr>
<td>address-range 1</td>
<td>3</td>
</tr>
<tr>
<td>address-range 2</td>
<td>2</td>
</tr>
<tr>
<td>address-range 3</td>
<td>2</td>
</tr>
<tr>
<td>address-range 4</td>
<td>1</td>
</tr>
</tbody>
</table>

**IP Destination Address in Arriving Packet's Header**

Routing algorithm determines end-end-path through network.

Forwarding table determines local forwarding at this router.
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) }

aside: graph abstraction is useful in other network contexts, e.g., P2P, where N is set of peers and E is set of TCP connections
Graph abstraction: costs

c(x,x’) = cost of link (x,x’)
e.g., c(w,z) = 5

cost could always be 1, or inversely related to bandwidth, or inversely related to congestion

cost of path (x_1, x_2, x_3, ..., x_p) = c(x_1,x_2) + c(x_2,x_3) + ... + c(x_{p-1},x_p)

key question: what is the least-cost path between u and z?

routing algorithm: algorithm that finds that least cost path
Routing algorithm classification

**Q: global or decentralized information?**

**global:**
- all routers have complete topology, link cost info
- “link state” algorithms

**decentralized:**
- router knows physically-connected neighbors, link costs to neighbors
- iterative process of computation, exchange of info with neighbors
- “distance vector” algorithms

**Q: static or dynamic?**

**static:**
- routes change slowly over time

**dynamic:**
- routes change more quickly
  - periodic update
  - in response to link cost changes
Chapter 4: outline

4.1 introduction
4.2 virtual circuit and datagram networks
4.3 what’s inside a router
4.4 IP: Internet Protocol
   - datagram format
   - IPv4 addressing
   - ICMP
   - IPv6
4.5 routing algorithms
   - link state
   - distance vector
   - hierarchical routing
4.6 routing in the Internet
   - RIP
   - OSPF
   - BGP
4.7 broadcast and multicast routing
A Link-State Routing Algorithm

**Dijkstra’s algorithm**

- net topology, link costs known to all nodes
  - accomplished via “link state broadcast”
  - all nodes have same info
- computes least cost paths from one node (“source”) to all other nodes
  - gives forwarding table for that node
- iterative: after k iterations, know least cost path to k dest.’s

**notation:**

- \( c(x,y) \): link cost from node x to y; \( \infty \) if not direct neighbors
- \( D(v) \): current value of cost of path from source to dest. v
- \( p(v) \): predecessor node along path from source to v
- \( N' \): set of nodes whose least cost path definitively known
Dijsktra’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 shortest path cost to \( w \) plus cost from \( w \) to \( v \) */
14   until all nodes in \( N' \)
Dijkstra’s algorithm: example

<table>
<thead>
<tr>
<th>Step</th>
<th>N'</th>
<th>D(v)</th>
<th>D(w)</th>
<th>D(x)</th>
<th>D(y)</th>
<th>D(z)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>p(v)</td>
<td>p(w)</td>
<td>p(x)</td>
<td>p(y)</td>
<td>p(z)</td>
</tr>
<tr>
<td>0</td>
<td>u</td>
<td>7,u</td>
<td>3,u</td>
<td>5,u</td>
<td>∞</td>
<td>∞</td>
</tr>
<tr>
<td>1</td>
<td>uw</td>
<td>6,w</td>
<td>5,u</td>
<td>11,w</td>
<td>∞</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>uwx</td>
<td>6,w</td>
<td></td>
<td>11,w</td>
<td>14,x</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>uwxv</td>
<td></td>
<td>10,v</td>
<td>14,x</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>uwxvy</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>12,y</td>
</tr>
<tr>
<td>5</td>
<td>uwxvz</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Notes:
- Construct shortest path tree by tracing predecessor nodes
- Ties can exist (can be broken arbitrarily)
Dijkstra’s algorithm: another example

<table>
<thead>
<tr>
<th>Step</th>
<th>N'</th>
<th>D(v),p(v)</th>
<th>D(w),p(w)</th>
<th>D(x),p(x)</th>
<th>D(y),p(y)</th>
<th>D(z),p(z)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>u</td>
<td>2,u</td>
<td>5,u</td>
<td>1,u</td>
<td>∞</td>
<td>∞</td>
</tr>
<tr>
<td>1</td>
<td>ux</td>
<td>2,u</td>
<td>4,x</td>
<td>2,x</td>
<td>∞</td>
<td>∞</td>
</tr>
<tr>
<td>2</td>
<td>uxy</td>
<td>2,u</td>
<td>3,y</td>
<td>4,y</td>
<td>4,y</td>
<td>4,y</td>
</tr>
<tr>
<td>3</td>
<td>uxyv</td>
<td>2,u</td>
<td>3,y</td>
<td>4,y</td>
<td>4,y</td>
<td>4,y</td>
</tr>
<tr>
<td>4</td>
<td>uxyvw</td>
<td>2,u</td>
<td>3,y</td>
<td>4,y</td>
<td>4,y</td>
<td>4,y</td>
</tr>
<tr>
<td>5</td>
<td>uxyvwz</td>
<td>2,u</td>
<td>3,y</td>
<td>4,y</td>
<td>4,y</td>
<td>4,y</td>
</tr>
</tbody>
</table>

Diagram:

- Graph with labeled vertices and edges:
  - u to v with weight 2
  - v to w with weight 3
  - w to x with weight 1
  - x to y with weight 2
  - y to u with weight 1
  - y to z with weight 1
  - z to w with weight 5

- Edges with weights:
  - u to v: 2
  - v to w: 3
  - w to x: 1
  - x to y: 2
  - y to u: 1
  - y to z: 1
  - z to w: 5
Dijkstra’s algorithm: example (2)

resulting shortest-path tree from u:

resulting forwarding table in u:

<table>
<thead>
<tr>
<th>destination</th>
<th>link</th>
</tr>
</thead>
<tbody>
<tr>
<td>v</td>
<td>(u,v)</td>
</tr>
<tr>
<td>x</td>
<td>(u,x)</td>
</tr>
<tr>
<td>y</td>
<td>(u,x)</td>
</tr>
<tr>
<td>w</td>
<td>(u,x)</td>
</tr>
<tr>
<td>z</td>
<td>(u,x)</td>
</tr>
</tbody>
</table>
Dijkstra’s algorithm, discussion

**Algorithm complexity:** n nodes
- each iteration: need to check all nodes, w, not in N
- \(n(n+1)/2\) comparisons: \(O(n^2)\)
- more efficient implementations possible: \(O(n\log n)\)

**Oscillations possible:**
- e.g., support link cost equals amount of carried traffic:

```
        A
        |  1+e |
        +-----+
        |     |  e
        |     +-----+
        |           |
        +-----------+
        B           C
```

Initially:
- given these costs, find new routing...
  resulting in new costs

```
        A
        |  2+e |
        +-----+
        |     |  1+e
        |     +-----+
        |           |
        +-----------+
        B           C
```

Given these costs, find new routing...
  resulting in new costs

```
        A
        |  2+e |
        +-----+
        |     |  1+e
        |     +-----+
        |           |
        +-----------+
        B           C
```

Given these costs, find new routing...
  resulting in new costs

```
        A
        |  2+e |
        +-----+
        |     |  1+e
        |     +-----+
        |           |
        +-----------+
        B           C
```
Chapter 4: outline

4.1 introduction
4.2 virtual circuit and datagram networks
4.3 what’s inside a router
4.4 IP: Internet Protocol
   ▪ datagram format
   ▪ IPv4 addressing
   ▪ ICMP
   ▪ IPv6
4.5 routing algorithms
   ▪ link state
   ▪ distance vector
   ▪ hierarchical routing
4.6 routing in the Internet
   ▪ RIP
   ▪ OSPF
   ▪ BGP
4.7 broadcast and multicast routing
Distance vector algorithm

Bellman-Ford equation (dynamic programming)

let

\[ d_x(y) := \text{cost of least-cost path from } x \text{ to } y \]

then

\[ d_x(y) = \min_v \{ c(x,v) + d_v(y) \} \]

cost from neighbor \( v \) to destination \( y \)

cost to neighbor \( v \)

\( \min \) taken over all neighbors \( v \) of \( x \)
Bellman-Ford example

clearly, \( d_v(z) = 5 \), \( d_x(z) = 3 \), \( d_w(z) = 3 \)

B-F equation says:
\[
d_u(z) = \min \{ c(u,v) + d_v(z), c(u,x) + d_x(z), c(u,w) + d_w(z) \} \\
= \min \{2 + 5, 1 + 3, 5 + 3\} = 4
\]

node achieving minimum is next hop in shortest path, used in forwarding table
Distance vector algorithm

- $D_x(y) = \text{estimate of least cost from } x \text{ to } y$
  - $x$ maintains distance vector $D_x = [D_x(y): y \in N]$

- node $x$:
  - knows cost to each neighbor $v$: $c(x,v)$
  - maintains its neighbors’ distance vectors. For each neighbor $v$, $x$ maintains $D_v = [D_v(y): y \in N]$
Distance vector algorithm

**key idea:**

- from time-to-time, each node sends its own distance vector estimate to neighbors
- when x receives new DV estimate from neighbor, it updates its own DV using B-F equation:
  
  \[ D_x(y) \leftarrow \min_v \{c(x,v) + D_v(y)\} \text{ for each node } y \in N \]

- under minor, natural conditions, the estimate \( D_x(y) \) converge to the actual least cost \( d_x(y) \)
Distance vector algorithm

iterative, asynchronous: each local iteration caused by:

❖ local link cost change
❖ DV update message from neighbor

distributed:

❖ each node notifies neighbors only when its DV changes
  ▪ neighbors then notify their neighbors if necessary

each node:

wait for (change in local link cost or msg from neighbor)

recompute estimates

if DV to any dest has changed, notify neighbors
\( D_x(y) = \min\{c(x,y) + D_y(y), c(x,z) + D_z(y)\} \)
\[ = \min\{2+0, 7+1\} = 2 \]
\( D_x(z) = \min\{c(x,y) + D_y(z), c(x,z) + D_z(z)\} \)
\[ = \min\{2+1, 7+0\} = 3 \]
\[
D_x(y) = \min\{c(x, y) + D_y(y), c(x, z) + D_z(y)\}
\]
\[
= \min\{2 + 0, 7 + 1\} = 2
\]

\[
D_x(z) = \min\{c(x, y) + D_y(z), c(x, z) + D_z(z)\}
\]
\[
= \min\{2 + 1, 7 + 0\} = 3
\]

**Node x Table**

<table>
<thead>
<tr>
<th></th>
<th>x</th>
<th>y</th>
<th>z</th>
</tr>
</thead>
<tbody>
<tr>
<td>x</td>
<td>0</td>
<td>2</td>
<td>7</td>
</tr>
<tr>
<td>y</td>
<td>∞</td>
<td>∞</td>
<td>∞</td>
</tr>
<tr>
<td>z</td>
<td>∞</td>
<td>∞</td>
<td>∞</td>
</tr>
</tbody>
</table>

**Node y Table**

<table>
<thead>
<tr>
<th></th>
<th>x</th>
<th>y</th>
<th>z</th>
</tr>
</thead>
<tbody>
<tr>
<td>x</td>
<td>∞</td>
<td>∞</td>
<td>∞</td>
</tr>
<tr>
<td>y</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>z</td>
<td>∞</td>
<td>∞</td>
<td>∞</td>
</tr>
</tbody>
</table>

**Node z Table**

<table>
<thead>
<tr>
<th></th>
<th>x</th>
<th>y</th>
<th>z</th>
</tr>
</thead>
<tbody>
<tr>
<td>x</td>
<td>∞</td>
<td>∞</td>
<td>∞</td>
</tr>
<tr>
<td>y</td>
<td>∞</td>
<td>∞</td>
<td>∞</td>
</tr>
<tr>
<td>z</td>
<td>7</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

**Diagram**

The diagram illustrates the network with nodes x, y, and z, and edges connecting them with costs labeled as 2, 1, 7. The table entries show the cost to reach each node from the initial node x, followed by the costs to reach nodes y and z. The minimum values are highlighted for each node.
**Distance vector: link cost changes**

**link cost changes:**
- node detects local link cost change
- updates routing info, recalculates distance vector
- if DV changes, notify neighbors

“good news travels fast”

$t_0: y$ detects link-cost change, updates its DV, informs its neighbors.

$t_1: z$ receives update from $y$, updates its table, computes new least cost to $x$, sends its neighbors its DV.

$t_2: y$ receives $z$’s update, updates its distance table. $y$’s least costs do not change, so $y$ does not send a message to $z$. 
Distance vector: link cost changes

**link cost changes:**
- node detects local link cost change
- *bad news travels slow* - “count to infinity” problem!
- 44 iterations before algorithm stabilizes: see text

**poisoned reverse:**
- If Z routes through Y to get to X:
  - Z tells Y its (Z’s) distance to X is infinite (so Y won’t route to X via Z)
- will this completely solve count to infinity problem?
Comparison of LS and DV algorithms

**message complexity**
- **LS:** with $n$ nodes, $E$ links, $O(nE)$ msgs sent
- **DV:** exchange between neighbors only
  - convergence time varies

**speed of convergence**
- **LS:** $O(n^2)$ algorithm requires $O(nE)$ msgs
  - may have oscillations
- **DV:** convergence time varies
  - may be routing loops
  - count-to-infinity problem

**robustness:** what happens if router malfunctions?
- **LS:**
  - node can advertise incorrect link cost
  - each node computes only its own table
- **DV:**
  - DV node can advertise incorrect path cost
  - each node’s table used by others
    - error propagate thru network
Chapter 4: outline

4.1 introduction
4.2 virtual circuit and datagram networks
4.3 what’s inside a router
4.4 IP: Internet Protocol
   - datagram format
   - IPv4 addressing
   - ICMP
   - IPv6

4.5 routing algorithms
   - link state
   - distance vector
   - hierarchical routing

4.6 routing in the Internet
   - RIP
   - OSPF
   - BGP

4.7 broadcast and multicast routing
Hierarchical routing

our routing study thus far - idealization
- all routers identical
- network “flat”
... not true in practice

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
Hierarchical routing

- aggregate routers into regions, “autonomous systems” (AS)
- routers in same AS run same routing protocol
  - “intra-AS” routing protocol
  - routers in different AS can run different intra-AS routing protocol

**gateway router:**
- at “edge” of its own AS
- has link to router in another AS
Interconnected ASes

- forwarding table configured by both intra- and inter-AS routing algorithm
  - intra-AS sets entries for internal dests
  - inter-AS & intra-AS sets entries for external dests
**Inter-AS tasks**

- Suppose router in AS1 receives datagram destined outside of AS1:
  - Router should forward packet to gateway router, but which one?

**AS1 must:**
1. Learn which dests are reachable through AS2, which through AS3
2. Propagate this reachability info to all routers in AS1

*job of inter-AS routing!*
Example: setting forwarding table in router 1d

- Suppose AS1 learns (via inter-AS protocol) that subnet $x$ reachable via AS3 (gateway 1c), but not via AS2
  - Inter-AS protocol propagates reachability info to all internal routers
- Router 1d determines from intra-AS routing info that its interface $I$ is on the least cost path to 1c
  - Installs forwarding table entry $(x,I)$
Example: choosing among multiple ASes

- now suppose AS1 learns from inter-AS protocol that subnet $x$ is reachable from AS3 and from AS2.
- to configure forwarding table, router 1d must determine which gateway it should forward packets towards for dest $x$.
  - this is also job of inter-AS routing protocol!
Example: choosing among multiple ASes

- now suppose AS1 learns from inter-AS protocol that subnet $x$ is reachable from AS3 and from AS2.
- to configure forwarding table, router $1d$ must determine towards which gateway it should forward packets for dest $x$
  - this is also job of inter-AS routing protocol!
- *hot potato routing*: send packet towards closest of two routers.

![Diagram of hot potato routing process]

- learn from inter-AS protocol that subnet $x$ is reachable via multiple gateways
- use routing info from intra-AS protocol to determine costs of least-cost paths to each of the gateways
- hot potato routing: choose the gateway that has the smallest least cost
- determine from forwarding table the interface $i$ that leads to least-cost gateway. Enter $(x,i)$ in forwarding table
Chapter 4: outline

4.1 introduction
4.2 virtual circuit and datagram networks
4.3 what’s inside a router
4.4 IP: Internet Protocol
  ▪ datagram format
  ▪ IPv4 addressing
  ▪ ICMP
  ▪ IPv6

4.5 routing algorithms
  ▪ link state
  ▪ distance vector
  ▪ hierarchical routing

4.6 routing in the Internet
  ▪ RIP
  ▪ OSPF
  ▪ BGP

4.7 broadcast and multicast routing
Intra-AS Routing

- also known as *interior gateway protocols (IGP)*
- most common intra-AS routing protocols:
  - RIP: Routing Information Protocol
  - OSPF: Open Shortest Path First
  - IGRP: Interior Gateway Routing Protocol
    (Cisco proprietary)
RIP (Routing Information Protocol)

- included in BSD-UNIX distribution in 1982
- distance vector algorithm
  - distance metric: # hops (max = 15 hops), each link has cost 1
  - DVs exchanged with neighbors every 30 sec in response message (aka advertisement)
  - each advertisement: list of up to 25 destination subnets (in IP addressing sense)

from router A to destination subnets:

<table>
<thead>
<tr>
<th>subnet</th>
<th>hops</th>
</tr>
</thead>
<tbody>
<tr>
<td>u</td>
<td>1</td>
</tr>
<tr>
<td>v</td>
<td>2</td>
</tr>
<tr>
<td>w</td>
<td>2</td>
</tr>
<tr>
<td>x</td>
<td>3</td>
</tr>
<tr>
<td>y</td>
<td>3</td>
</tr>
<tr>
<td>z</td>
<td>2</td>
</tr>
</tbody>
</table>
RIP: example

routing table in router D

<table>
<thead>
<tr>
<th>destination subnet</th>
<th>next router</th>
<th># hops to dest</th>
</tr>
</thead>
<tbody>
<tr>
<td>w</td>
<td>A</td>
<td>2</td>
</tr>
<tr>
<td>y</td>
<td>B</td>
<td>2</td>
</tr>
<tr>
<td>z</td>
<td>B</td>
<td>7</td>
</tr>
<tr>
<td>x</td>
<td>--</td>
<td>1</td>
</tr>
<tr>
<td>....</td>
<td>....</td>
<td>....</td>
</tr>
</tbody>
</table>

Network Layer 4-108
### RIP: example

**A-to-D advertisement**

<table>
<thead>
<tr>
<th>dest</th>
<th>next</th>
<th>hops</th>
</tr>
</thead>
<tbody>
<tr>
<td>w</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>x</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>z</td>
<td>C</td>
<td>4</td>
</tr>
</tbody>
</table>

**Routing table in router D**

<table>
<thead>
<tr>
<th>destination subnet</th>
<th>next router</th>
<th># hops to dest</th>
</tr>
</thead>
<tbody>
<tr>
<td>w</td>
<td>A</td>
<td>2</td>
</tr>
<tr>
<td>y</td>
<td>B</td>
<td>2</td>
</tr>
<tr>
<td>z</td>
<td>B</td>
<td>7</td>
</tr>
<tr>
<td>x</td>
<td>--</td>
<td>1</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
</tbody>
</table>
RIP: link failure, recovery

if no advertisement heard after 180 sec -->
neighbor/link declared dead

▪ routes via neighbor invalidated
▪ new advertisements sent to neighbors
▪ neighbors in turn send out new advertisements (if tables changed)
▪ link failure info quickly (?) propagates to entire net
▪ *poison reverse* used to prevent ping-pong loops (infinite distance = 16 hops)
RIP table processing

- RIP routing tables managed by *application-level* process called route-d (daemon)
- advertisements sent in UDP packets, periodically repeated
OSPF (Open Shortest Path First)

- “open”: publicly available
- uses link state algorithm
  - LS packet dissemination
  - topology map at each node
  - route computation using Dijkstra’s algorithm
- OSPF advertisement carries one entry per neighbor
- advertisements flooded to entire AS
  - carried in OSPF messages directly over IP (rather than TCP or UDP)
- IS-IS routing protocol: nearly identical to OSPF
OSPF “advanced” features (not in RIP)

- **security:** all OSPF messages authenticated (to prevent malicious intrusion)
- multiple same-cost paths allowed (only one path in RIP)
- for each link, multiple cost metrics for different TOS (e.g., satellite link cost set “low” for best effort ToS; high for real time ToS)
- integrated uni- and **multicast** support:
  - Multicast OSPF (MOSPF) uses same topology data base as OSPF
- **hierarchical** OSPF in large domains.
Hierarchical OSPF

- Area 1
- Area 2
- Area 3
- Backbone
- Boundary router
- Backbone router
- Internal routers
- Area border routers
Hierarchical OSPF

- **two-level hierarchy:** local area, backbone.
  - link-state advertisements only in area
  - each node has detailed area topology; only know direction (shortest path) to nets in other areas.
- **area border routers:** “summarize” distances to nets in own area, advertise to other Area Border routers.
- **backbone routers:** run OSPF routing limited to backbone.
- **boundary routers:** connect to other AS’s.
Internet inter-AS routing: BGP

- BGP (Border Gateway Protocol): *the* de facto inter-domain routing protocol
  - “glue that holds the Internet together”
- BGP provides each AS a means to:
  - eBGP: obtain subnet reachability information from neighboring ASs.
  - iBGP: propagate reachability information to all AS-internal routers.
  - determine “good” routes to other networks based on reachability information and policy.
- allows subnet to advertise its existence to rest of Internet: “*I am here*”
BGP basics

- **BGP session**: two BGP routers (“peers”) exchange BGP messages:
  - Advertising *paths* to different destination network prefixes (“path vector” protocol)
  - Exchanged over semi-permanent TCP connections

- When AS3 advertises a prefix to AS1:
  - AS3 *promises* it will forward datagrams towards that prefix
  - AS3 can aggregate prefixes in its advertisement
BGP basics: distributing path information

- using eBGP session between 3a and 1c, AS3 sends prefix reachability info to AS1.
  - 1c can then use iBGP to distribute new prefix info to all routers in AS1
  - 1b can then re-advertise new reachability info to AS2 over 1b-to-2a eBGP session

- when router learns of new prefix, it creates entry for prefix in its forwarding table.
Path attributes and BGP routes

- advertised prefix includes BGP attributes
  - prefix + attributes = “route”
- two important attributes:
  - **AS-PATH**: contains ASs through which prefix advertisement has passed: e.g., AS 67, AS 17
  - **NEXT-HOP**: indicates specific internal-AS router to next-hop AS. (may be multiple links from current AS to next-hop-AS)
- gateway router receiving route advertisement uses **import policy** to accept/decline
  - e.g., never route through AS x
  - **policy-based** routing
BGP route selection

- router may learn about more than 1 route to destination AS, selects route based on:
  1. local preference value attribute: policy decision
  2. shortest AS-PATH
  3. closest NEXT-HOP router: hot potato routing
  4. additional criteria
BGP messages

- BGP messages exchanged between peers over TCP connection
- BGP messages:
  - OPEN: opens TCP connection to peer and authenticates sender
  - UPDATE: advertises new path (or withdraws old)
  - KEEPALIVE: keeps connection alive in absence of UPDATES; also ACKs OPEN request
  - NOTIFICATION: reports errors in previous msg; also used to close connection
Putting it Altogether: *How Does an Entry Get Into a Router’s Forwarding Table?*

❖ Answer is complicated!

❖ Ties together hierarchical routing (Section 4.5.3) with BGP (4.6.3) and OSPF (4.6.2).

❖ Provides nice overview of BGP!
How does entry get in forwarding table?

Assume prefix is in another AS.
How does entry get in forwarding table?

High-level overview
1. Router becomes aware of prefix
2. Router determines output port for prefix
3. Router enters prefix-port in forwarding table
Router becomes aware of prefix

- BGP message contains “routes”
- “route” is a prefix and attributes: AS-PATH, NEXT-HOP,…
- Example: route:
  - Prefix: 138.16.64/22; AS-PATH: AS3 AS1 131; NEXT-HOP: 201.44.13.125
Router may receive multiple routes

- Router may receive multiple routes for **same** prefix
- Has to select one route
Select best BGP route to prefix

- Router selects route based on shortest AS-PATH

- Example:
  - AS2 AS17 to 138.16.64/22
  - AS3 AS131 AS201 to 138.16.64/22

- What if there is a tie? We’ll come back to that!
Find best intra-route to BGP route

- Use selected route’s NEXT-HOP attribute
  - Route’s NEXT-HOP attribute is the IP address of the router interface that begins the AS PATH.

- Example:
  - AS-PATH: AS2 AS17 ; NEXT-HOP: 111.99.86.55
  - Router uses OSPF to find shortest path from 1c to 111.99.86.55
Router identifies port for route

- Identifies port along the OSPF shortest path
- Adds prefix-port entry to its forwarding table:
  - (138.16.64/22, port 4)
Hot Potato Routing

- Suppose there are two or more best inter-routes.
- Then choose the route with the closest NEXT-HOP.
  - Use OSPF to determine which gateway is closest.
  - Q: From 1c, choose AS3 AS131 or AS2 AS17?
  - A: route AS3 AS201 since it is closer.
How does entry get in forwarding table?

Summary

1. Router becomes aware of prefix
   - via BGP route advertisements from other routers
2. Determine router output port for prefix
   - Use BGP route selection to find best inter-AS route
   - Use OSPF to find best intra-AS route leading to best inter-AS route
   - Router identifies router port for that best route
3. Enter prefix-port entry in forwarding table
BGP routing policy

- A, B, C are provider networks
- X, W, Y are customer (of provider networks)
- X is dual-homed: attached to two networks
  - X does not want to route from B via X to C
  - .. so X will not advertise to B a route to C
**BGP routing policy (2)**

- A advertises path AW to B
- B advertises path BAW to X
- Should B advertise path BAW to C?
  - No way! B gets no “revenue” for routing CBAW since neither W nor C are B’s customers
  - B wants to force C to route to w via A
  - B wants to route *only* to/from its customers!
Why different Intra-, Inter-AS routing?

**policy:**
- inter-AS: admin wants control over how its traffic routed, who routes through its net.
- intra-AS: single admin, so no policy decisions needed

**scale:**
- hierarchical routing saves table size, reduced update traffic

**performance:**
- intra-AS: can focus on performance
- inter-AS: policy may dominate over performance
Chapter 4: outline

4.1 introduction
4.2 virtual circuit and datagram networks
4.3 what’s inside a router
4.4 IP: Internet Protocol
   ▪ datagram format
   ▪ IPv4 addressing
   ▪ ICMP
   ▪ IPv6

4.5 routing algorithms
   ▪ link state
   ▪ distance vector
   ▪ hierarchical routing

4.6 routing in the Internet
   ▪ RIP
   ▪ OSPF
   ▪ BGP

4.7 broadcast and multicast routing
Broadcast routing

- deliver packets from source to all other nodes
- source duplication is inefficient:

- source duplication: how does source determine recipient addresses?
In-network duplication

- **flooding**: when node receives broadcast packet, sends copy to all neighbors
  - problems: cycles & broadcast storm

- **controlled flooding**: node only broadcasts pkt if it hasn’t broadcast same packet before
  - node keeps track of packet ids already broadcasted
  - or reverse path forwarding (RPF): only forward packet if it arrived on shortest path between node and source

- **spanning tree**:
  - no redundant packets received by any node
Spanning tree

- first construct a spanning tree
- nodes then forward/make copies only along spanning tree

(a) broadcast initiated at A
(b) broadcast initiated at D
Spanning tree: creation

- center node
- each node sends unicast join message to center node
  - message forwarded until it arrives at a node already belonging to spanning tree

(a) stepwise construction of spanning tree (center: E)  
(b) constructed spanning tree
Multicast routing: problem statement

goal: find a tree (or trees) connecting routers having local mcast group members

❖ tree: not all paths between routers used
❖ shared-tree: same tree used by all group members
❖ source-based: different tree from each sender to rcvrs

legend
- group member
- not group member
- router with a group member
- router without group member

shared tree

source-based trees
Approaches for building mcast trees

approaches:

❖ **source-based tree**: one tree per source
  - shortest path trees
  - reverse path forwarding

❖ **group-shared tree**: group uses one tree
  - minimal spanning (Steiner)
  - center-based trees

…we first look at basic approaches, then specific protocols adopting these approaches
Shortest path tree

- mcast forwarding tree: tree of shortest path routes from source to all receivers
  - Dijkstra’s algorithm

![Diagram showing a network with routers R1 to R7 and labeled links 1 to 6. The diagram includes:
  - Source (s) connected to R1.
  - R1 connected to R2 and R4.
  - R2 connected to R3.
  - R3 connected to R5.
  - R4 connected to R6.
  - R5 connected to R7.
  - A link is labeled with 'i' indicating the order link added by the algorithm.

Legend:
- Router with attached group member
- Router with no attached group member
- Link used for forwarding, i indicates order link added by algorithm.
Reverse path forwarding

- rely on router’s knowledge of unicast shortest path from it to sender
- each router has simple forwarding behavior:

```plaintext
if (mcast datagram received on incoming link on shortest path back to center) then flood datagram onto all outgoing links
else ignore datagram
```
Reverse path forwarding: example

- result is a source-specific reverse SPT
  - may be a bad choice with asymmetric links
Reverse path forwarding: pruning

- Forwarding tree contains subtrees with no mcast group members
  - No need to forward datagrams down subtree
  - "Prune" msgs sent upstream by router with no downstream group members

---

**Diagram:**

- **s:** source
- **R1, R2, R3, R4, R5, R6, R7:** routers
- **P:** prune message

**Legend:**

- Red circles: router with attached group member
- Black circles: router with no attached group member
- Red links: links with multicast forwarding
Shared-tree: steiner tree

- **steiner tree**: minimum cost tree connecting all routers with attached group members
- problem is NP-complete
- excellent heuristics exists
- not used in practice:
  - computational complexity
  - information about entire network needed
  - monolithic: rerun whenever a router needs to join/leave
Center-based trees

- single delivery tree shared by all
- one router identified as "center" of tree
- to join:
  - edge router sends unicast $join$-msg addressed to center router
  - $join$-msg "processed" by intermediate routers and forwarded towards center
  - $join$-msg either hits existing tree branch for this center, or arrives at center
  - path taken by $join$-msg becomes new branch of tree for this router
Center-based trees: example

suppose R6 chosen as center:

LEGEND

- router with attached group member
- router with no attached group member
- path order in which join messages generated
Internet Multicasting Routing: DVMRP

- **DVMRP**: distance vector multicast routing protocol, RFC1075
- **flood and prune**: reverse path forwarding, source-based tree
  - RPF tree based on DVMRP’s own routing tables constructed by communicating DVMRP routers
  - no assumptions about underlying unicast
  - initial datagram to mcast group flooded everywhere via RPF
  - routers not wanting group: send upstream prune msgs
DVMRP: continued…

- **soft state**: DVMRP router periodically (1 min.) “forgets” branches are pruned:
  - mcast data again flows down unpruned branch
  - downstream router: reprune or else continue to receive data
- routers can quickly regraft to tree
  - following IGMP join at leaf
- odds and ends
  - commonly implemented in commercial router
**Tunneling**

**Q:** how to connect “islands” of multicast routers in a “sea” of unicast routers?

- mcast datagram encapsulated inside “normal” (non-multicast-addressed) datagram
- normal IP datagram sent thru “tunnel” via regular IP unicast to receiving mcast router (recall IPv6 inside IPv4 tunneling)
- receiving mcast router unencapsulates to get mcast datagram
PIM: Protocol Independent Multicast

- not dependent on any specific underlying unicast routing algorithm (works with all)
- two different multicast distribution scenarios:

**dense:**
- group members densely packed, in “close” proximity.
- bandwidth more plentiful

**sparse:**
- # networks with group members small wrt # interconnected networks
- group members “widely dispersed”
- bandwidth not plentiful
Consequences of sparse-dense dichotomy:

**dense**
- group membership by routers *assumed* until routers explicitly prune
- *data-driven* construction on mcast tree (e.g., RPF)
- bandwidth and non-group-router processing *profligate*

**sparse:**
- no membership until routers explicitly join
- *receiver-driven* construction of mcast tree (e.g., center-based)
- bandwidth and non-group-router processing *conservative*
PIM- dense mode

flood-and-prune RPF: similar to DVMRP but...

- underlying unicast protocol provides RPF info for incoming datagram
- less complicated (less efficient) downstream flood than DVMRP reduces reliance on underlying routing algorithm
- has protocol mechanism for router to detect it is a leaf-node router
PIM - sparse mode

- center-based approach
- router sends *join* msg to rendezvous point (RP)
  - intermediate routers update state and forward *join*
- after joining via RP, router can switch to source-specific tree
  - increased performance: less concentration, shorter paths
PIM - sparse mode

**sender(s):**
- unicast data to RP, which distributes down RP-rooted tree
- RP can extend mcast tree upstream to source
- RP can send *stop* msg if no attached receivers
  - “no one is listening!”
4.1 introduction
4.2 virtual circuit and datagram networks
4.3 what’s inside a router
4.4 IP: Internet Protocol
   ▪ datagram format, IPv4 addressing, ICMP, IPv6
4.5 routing algorithms
   ▪ link state, distance vector, hierarchical routing
4.6 routing in the Internet
   ▪ RIP, OSPF, BGP
4.7 broadcast and multicast routing

❖ understand principles behind network layer services:
   ▪ network layer service models, forwarding versus routing
   ▪ how a router works, routing (path selection), broadcast, multicast
❖ instantiation, implementation in the Internet