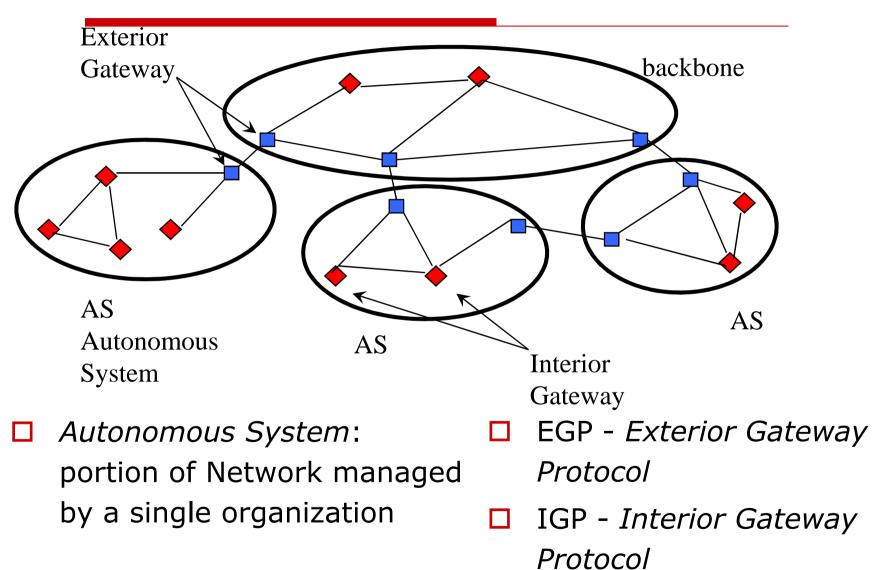
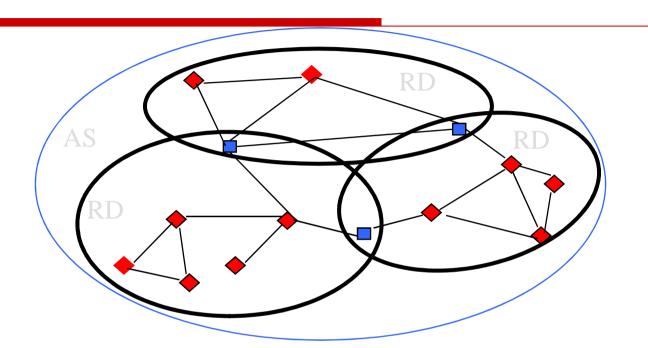


Internet Routing

Routing in Internet

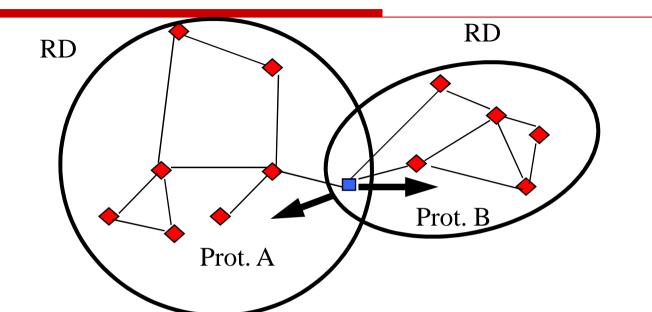


Routing Domains



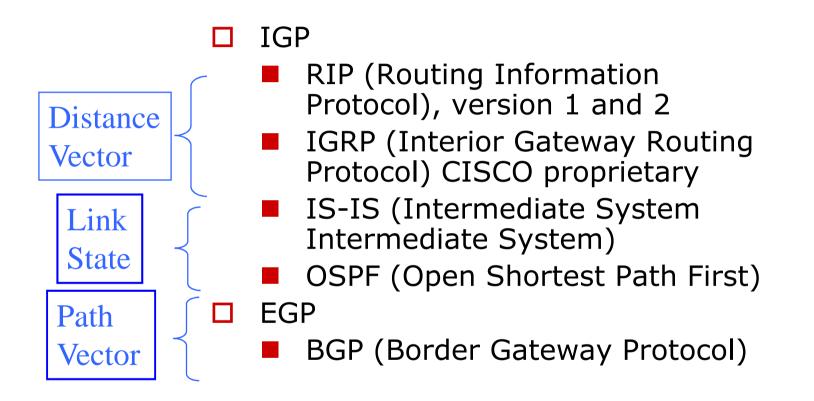
- Routing Domain (RD): portion of an AS running a single routing protocol
- some routers belonging to multiple RDs implement multiple routing protocols

Routing Distribution



- Multiple RD routers must act as routing protocols gateways
- Translation from Prot. A to Prot. B depends on the implementation of A and B
- Prot A and B may be one IGP and one EGP (distribution criteria are defined)

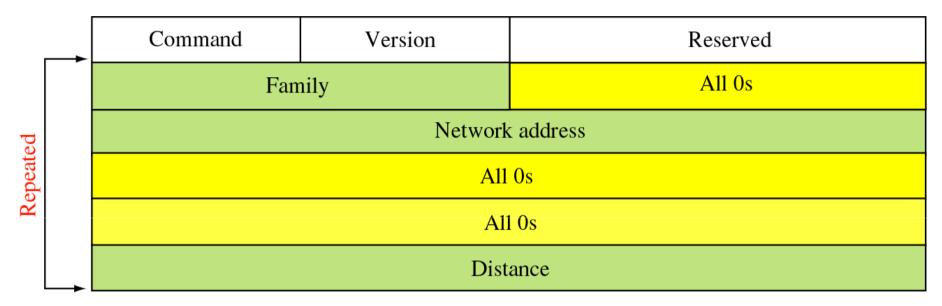
The most common routing protocols



RIP Version 1

- Designed at *Berkeley* (1982) and standardized in RFC 1058
- □ IGP
- Distance Vector, uses Bellman-Ford to compute shortest paths
- Metrics: number of hops
- □ Limited to 16 *hops*
- RIP messages are encapsulated into UDP segments (port: 520)

RIP v1: message format

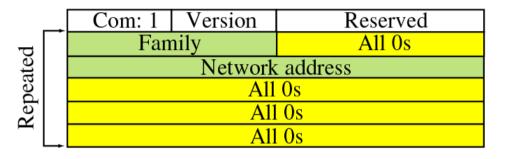


Source: TCP/IP Protocol Suite, B. Forouzan

- □ RIPv1 messages can be:
 - Requests

Responses (stimulated/non stimulated)

Request Messages

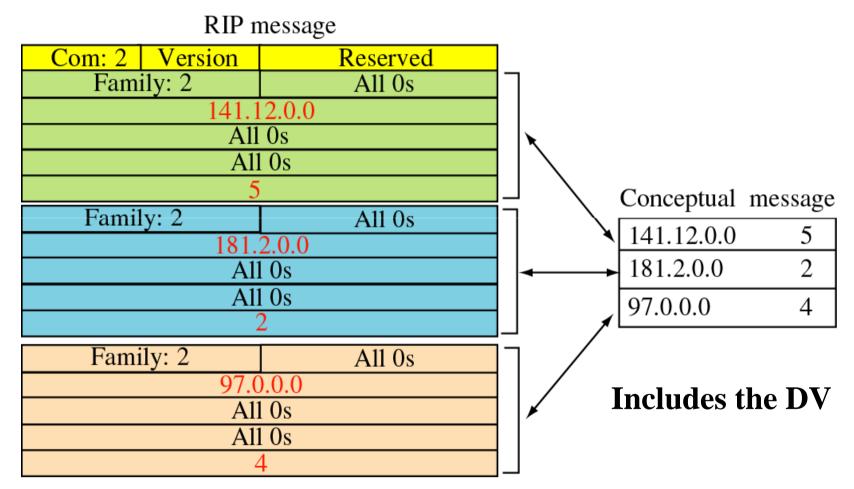


	Version	Reserved			
Family		All 0s			
All 0s					
All Os					
All Os					
All Os					

Source: TCP/IP Protocol Suite, B. Forouzan

- Requests may come from
 - "Just-Switched-on" router
 - A router having some destination out of date
- Requests may deal with
 - All the destinations
 - Specific destinations

Response Messages



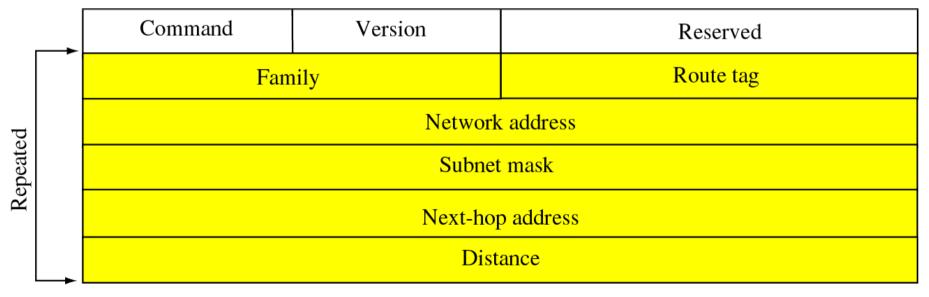
Source: TCP/IP Protocol Suite, B. Forouzan

RIP v1: timing

- □ *routing update timer* (default 30 s)
 - Period of time between two contiguous DVs
- route invalid (or duration) timer (default 180 s)
 - If no DV is received from an interface in this interval, the routes are declared invalid and its distance is set to 16
- route flush timer or garbage collection timer (default 270 s)
 - Time interval after which a route is erased (if other DVs arrive from other interfaces they are accepted)

RIP Version 2

- □ Standardized in RFC 1723
- Added Functionalities
 - Info on connectivity (router tag + next hop address)
 - Authentication
 - Classless routing (subnet mask)
 - Multicasting: uses address 224.0.0.9



Source: TCP/IP Protocol Suite, B. Forouzan

RIPv2: Authentication

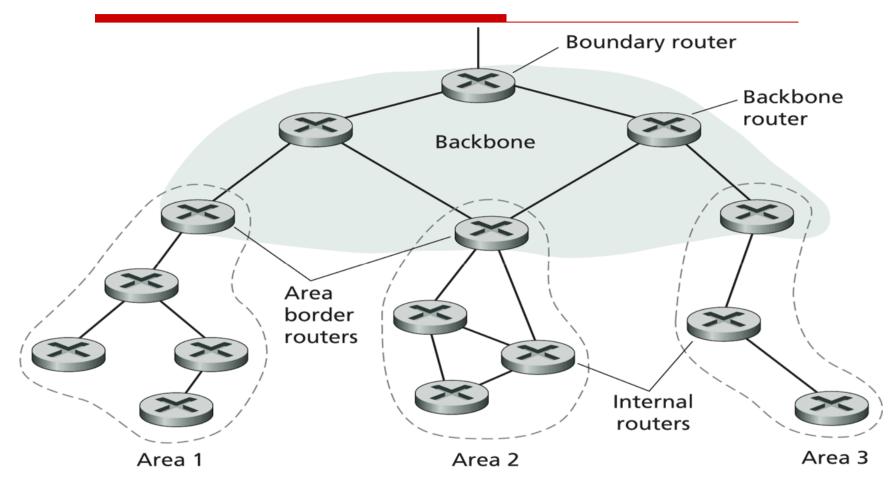
Command	Version	Reserved			
FFFF		Authentication type			
Authentication data					
16 bytes					

Source: TCP/IP Protocol Suite, B. Forouzan

OSPF

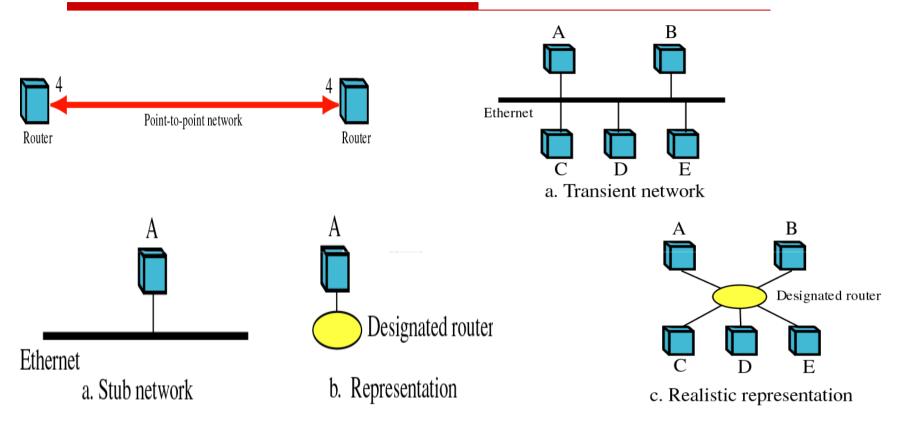
- □ RFC 1247, 1583
- Link state
- Hierarchical routing
- Hello protocol
- □ LSA (*link state advertisement*)

OSPF: routers classification



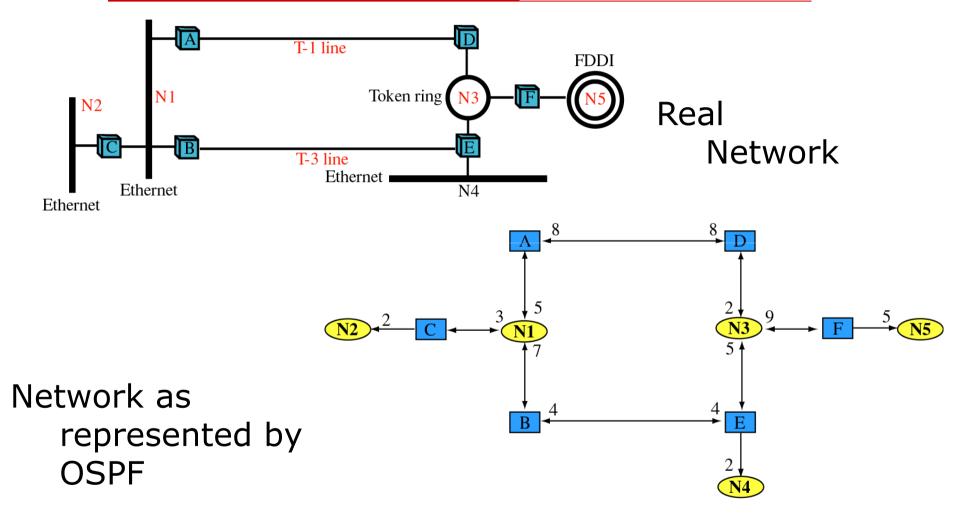
Source: Computer Networking, J. Kurose

Types of links



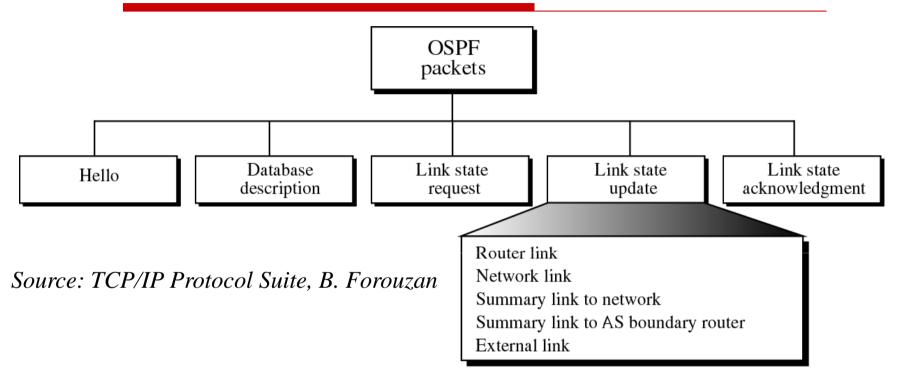
Source: TCP/IP Protocol Suite, B. Forouzan

Topology Representation



Source: TCP/IP Protocol Suite, B. Forouzan

OSPF: The Packets



Routing Packets are acknowledged

OSFP: Common Header

1 4 8	B	16 19	32		
Version (1)	Туре	Message Length			
	Source Gate	eway IP address			
Area ID					
Checksum		Authentication type			
	Authenti	cation			
	Authentie	cation			

OSFP: Open Shortest Path First

- □ *Type field:* type of OSPF packets
 - HELLO: neighboring nodes detection
 - DATABASE DESCRIPTION: link state broadcasting
 - LINK STATUS REQUEST
 - LINK STATUS UPDATE
 - LINK STATUS ACKNOWLEDGE: ack for the LSU packets
- Source gateway IP address IP address of the sender
- □ Area ID indicates the area

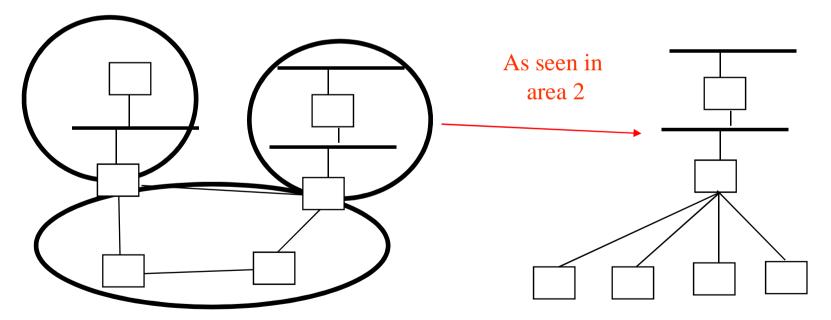
OSPF: Types of LSA

- □ Type 1: *router links advertisement*
 - Within the same area (classical LSP)
- □ Type 2: *network links advertisement*
 - Generated by a LAN pseudo-Node (DR)
- □ Type 3: *network summary link advertisement*
 - Generated by area border routers to summarize the info regarding an area
- □ Type 4: *boundary routers summary link advertisement*
 - Generated by the area border routers, indicates the presence of a AS boundary router in the area and the associated cost
- □ Type 5: AS external link advertisement
 - Generated by AS boundary routers and propagated to all the routers of all the areas with info on external destinations and the associated costs

OSPF

The area border router propagates in every area routing info regarding all the other areas they are connected to

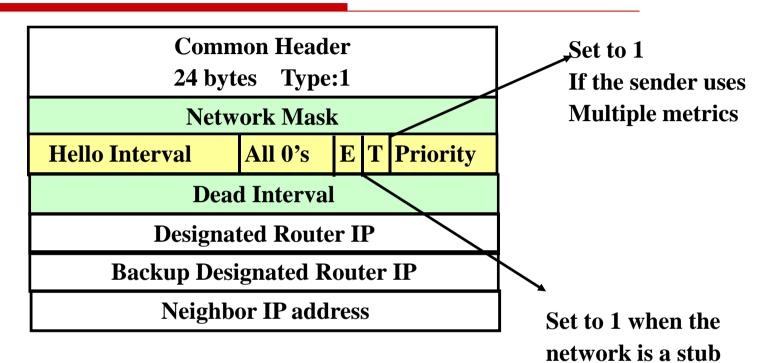
distance vector contamination



OSFP: Open Shortest Path First

- OSPF sends periodically HELLO messages to test if neighbors are reachable
- database description messages are used to initialize the topology data base
- Data on link metrics are broadcast through the *link status update* messages

Hello Packets



Used for

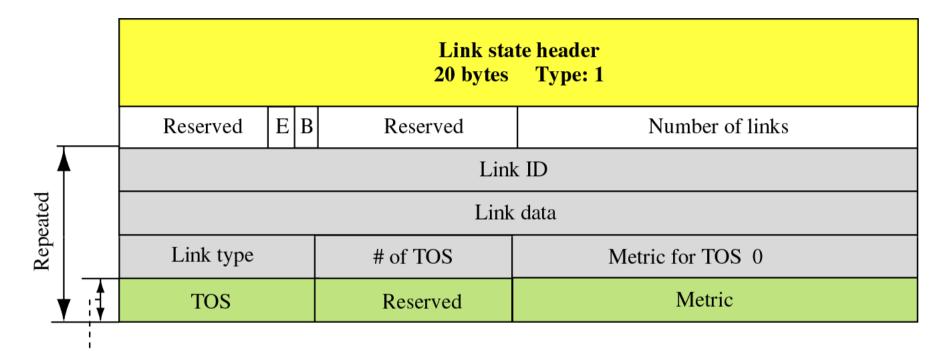
- Neighbors discovery
- Select a designated router

LSU Packets

Common header 24 bytes Type: 2					
Link state age	Reserved	E T	Link state type		
Link state ID					
Advertising router					
Link state sequence number					
Link state checksum	Length				

LSU packets have a common header + Link State common header + payload

Router Link LSA

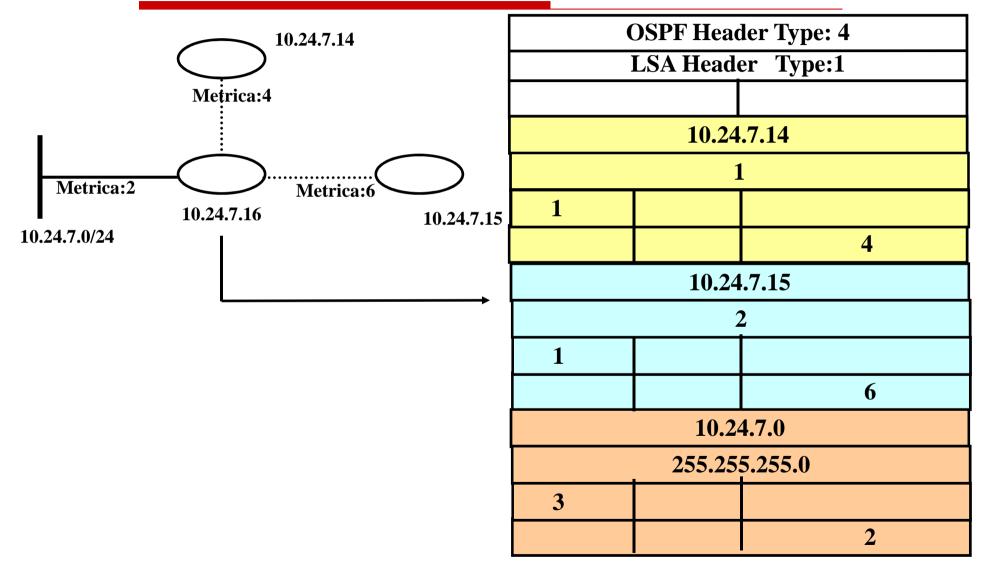


Repeated

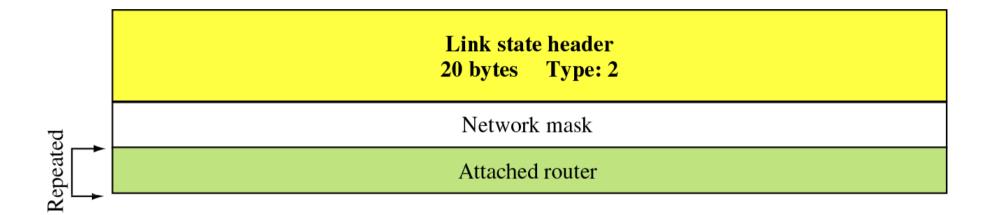
Link ID (link address)

Link data/Link Type: depends on the link type (point to point, stub, network)

Router Link LSA: Example



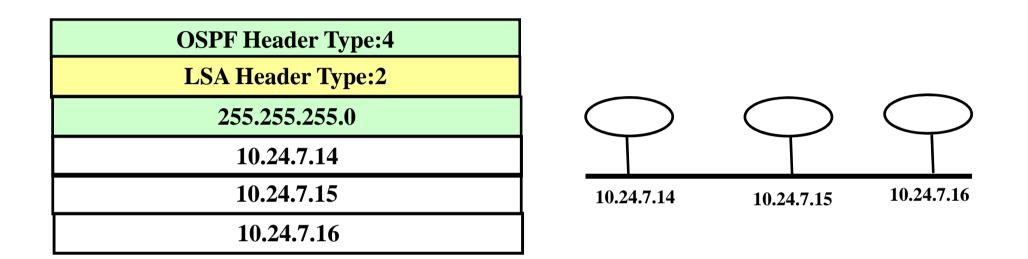
Network Link LSA



Network Mask

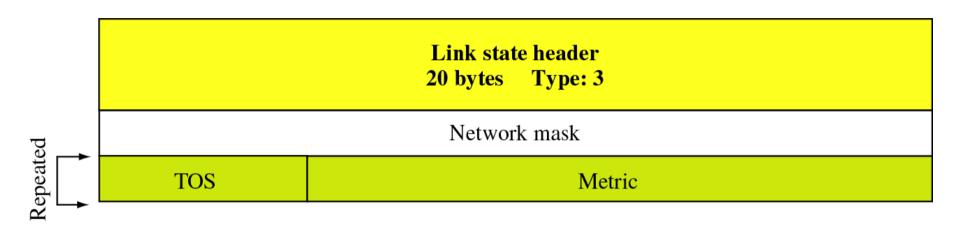
Attached Router: all the routers connected to the network

Network Link LSA: example



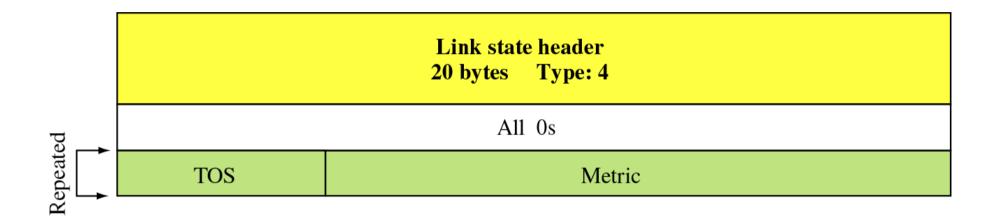
- Only the Designated Router (one of the three routers) signals the presence of all the other routers
- Network address is not advertised (can be obtained form the header info)

Summary Link to Network LSA



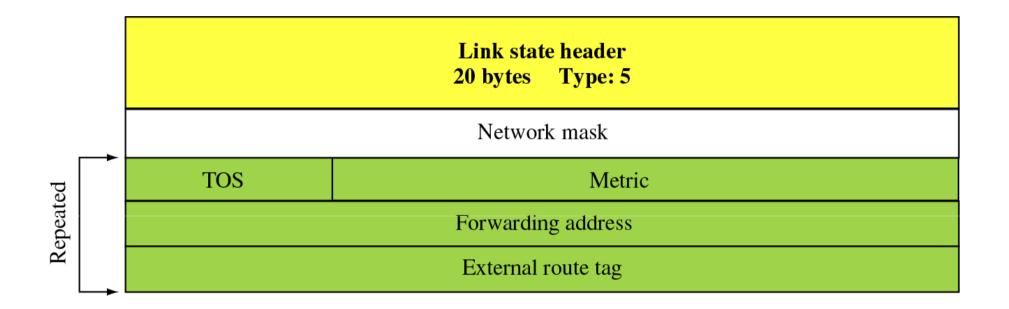
- Used to advertise networks outside an area of a AS
- I message for 1 network (multiple messages needed to address more networks)

Summary Link to AS Boundary Router LSA



Defines the network a border router is connected to

External Link LSA

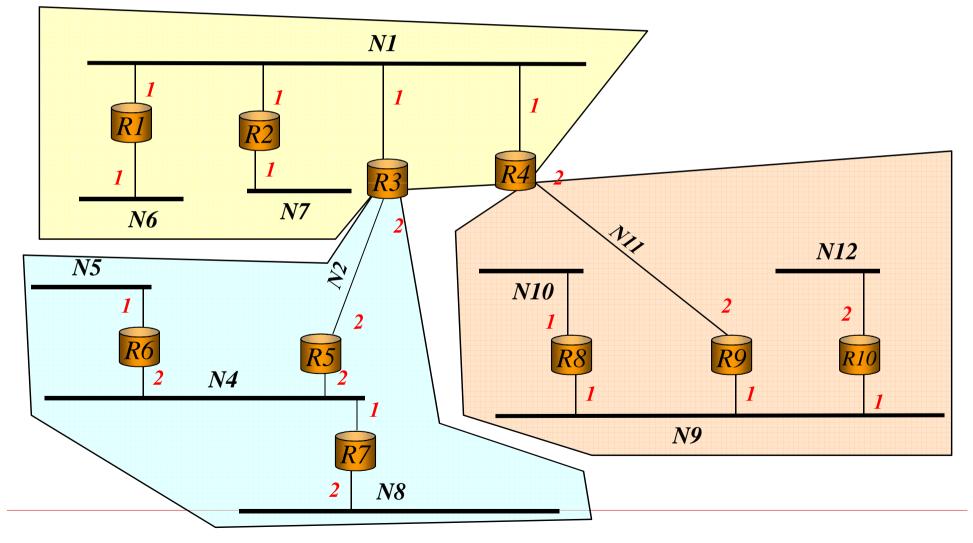


Defines external networks

□ Forwarding Address: to route packets meant for external destinations

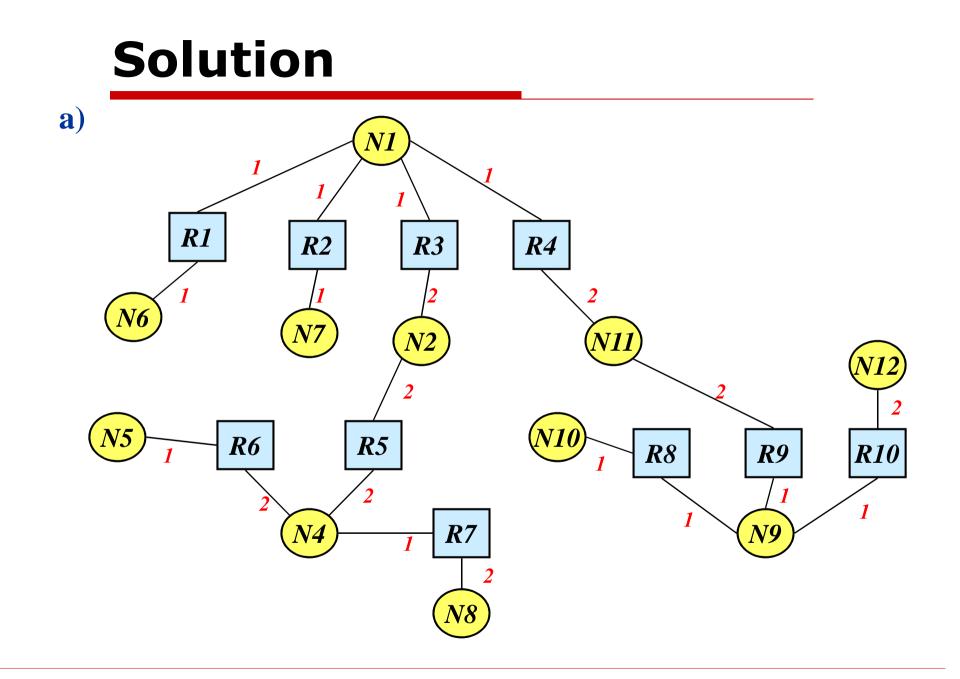
Template Activity

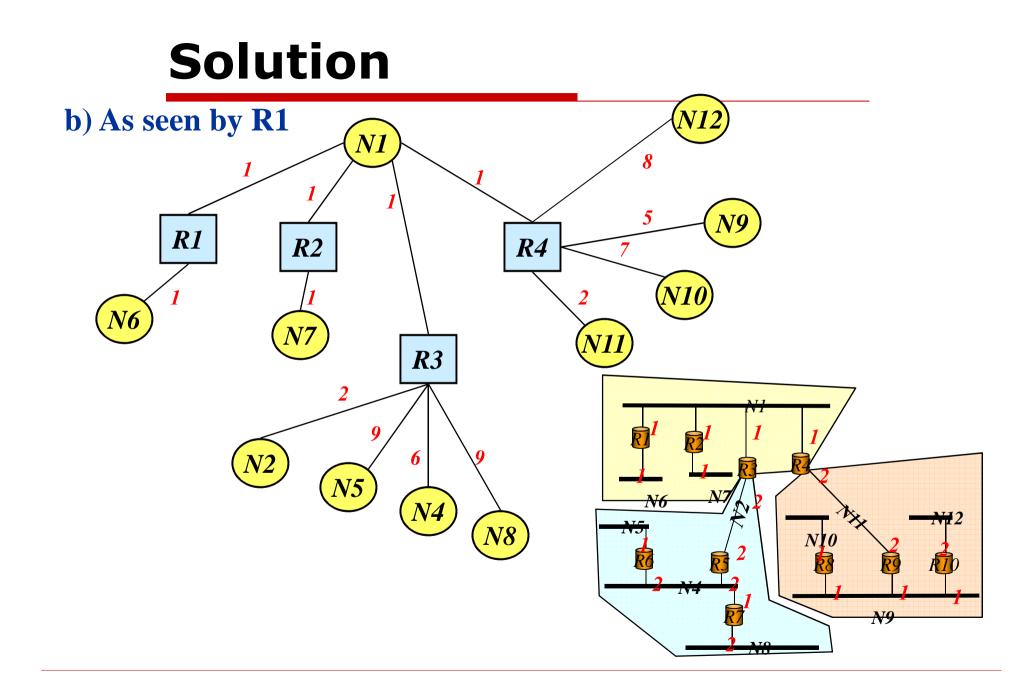
□ Given the network below with routers, networks and costs associated to the interfaces

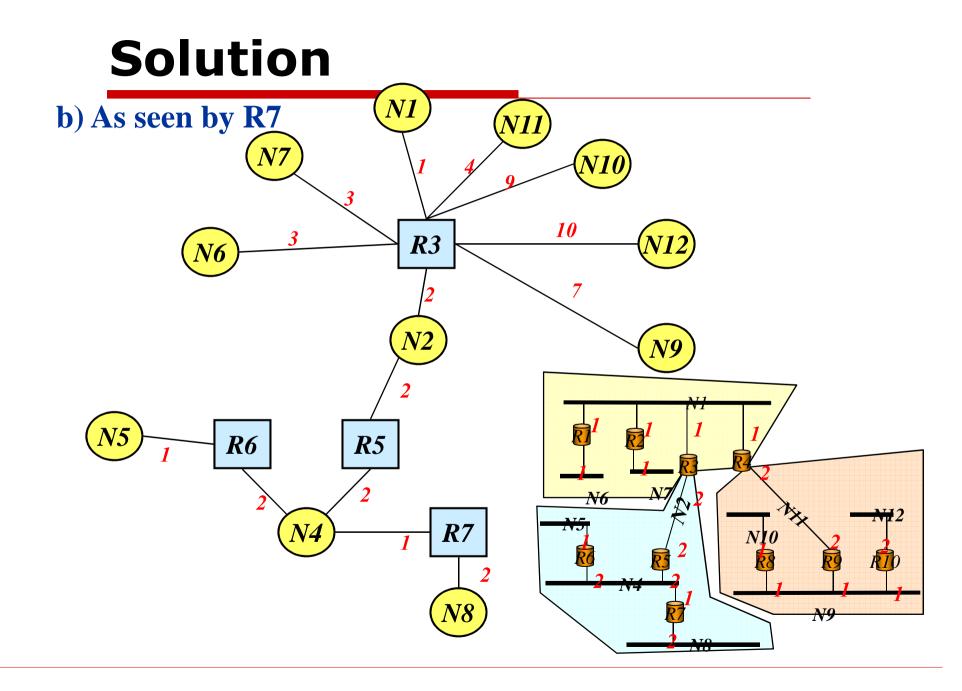


Template Activity

- □ Assuming the AS runs OSPF
 - a) Sketch the graph of the network as represented by OSPF assuming one single area
 - b) Assuming the AS divided in areas as in the figure (area 0, area 1 and area 2) sketch the graphs of the AS as seen by routers R1, R7 and R10

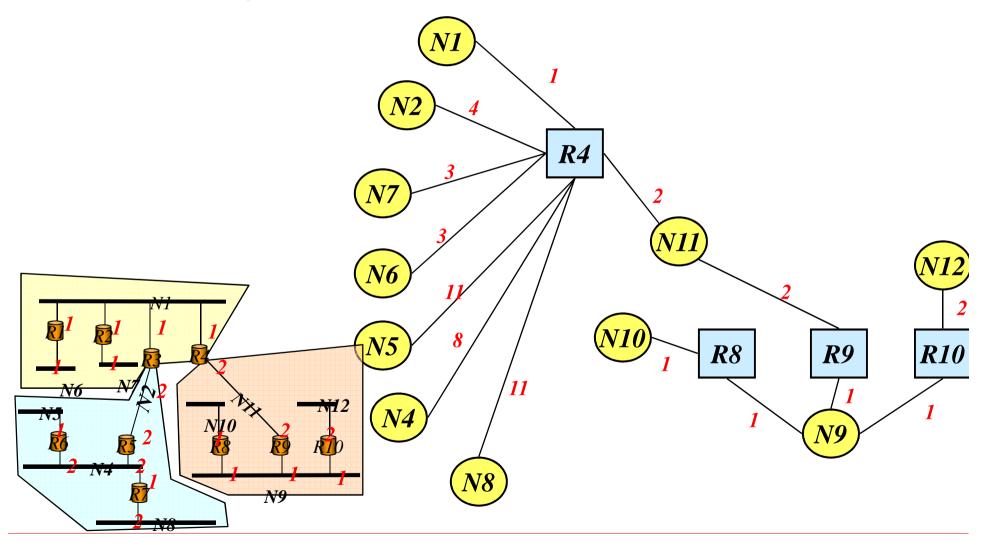






Solution

b) As seen by R10



BGP

- □ Most used EGP (standard *de facto*)
- □ Inter AS routing is different from intra AS one
 - Route decisions criteria are not based on metrics
 - Backbone managers choose the routes according to a policy
 - Routing choice may need to exploit full knowledge of the path to destination
- Thus:
 - DV does not fit since it has no knowledge of all the path
 - LS does not fit since it will need to build up a database of the entire internet

BGP: Path vector

- BGP is similar to *distance vector*, but;
 - the PVs do not report a "distance to destination", but the entire path to destination

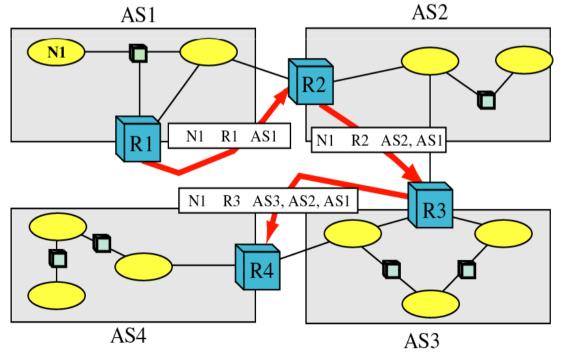
Netw ork	Next Router	Path
N01	R01	AS2,AS5,AS7,AS12
N02	R07	AS4,AS13,AS6,AS9
N03	R09	AS11,AS12,AS8,AS6
		•••

BGP: messages exchange

- Each BGP router sends its path vector to neighboring nodes (peers)
- □ BGP messages use TCP
- TCP connections are opened by sending routers
- □ BGP uses port number 179

BGP: Path Vector

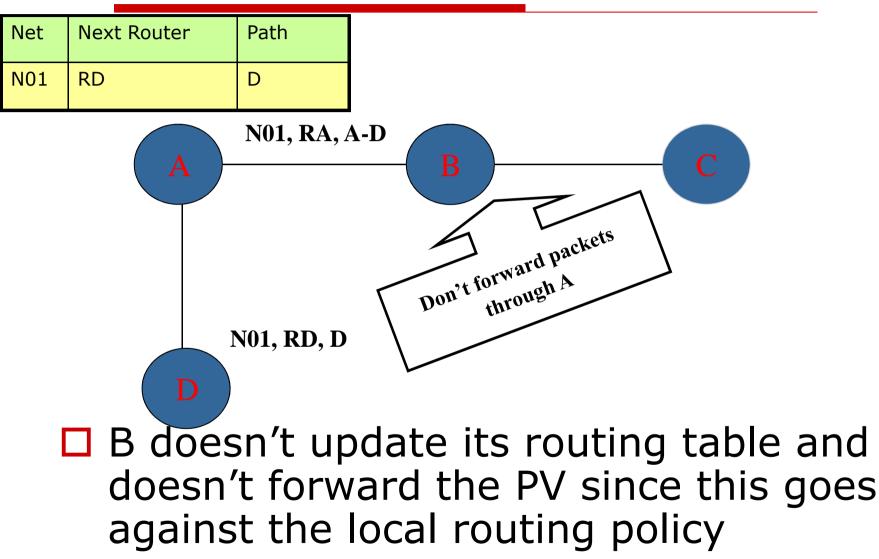
- BGP allows the distribution of paths to specific destinations
- ..but leaves the routing choice to the network administration (*policy based routing*)



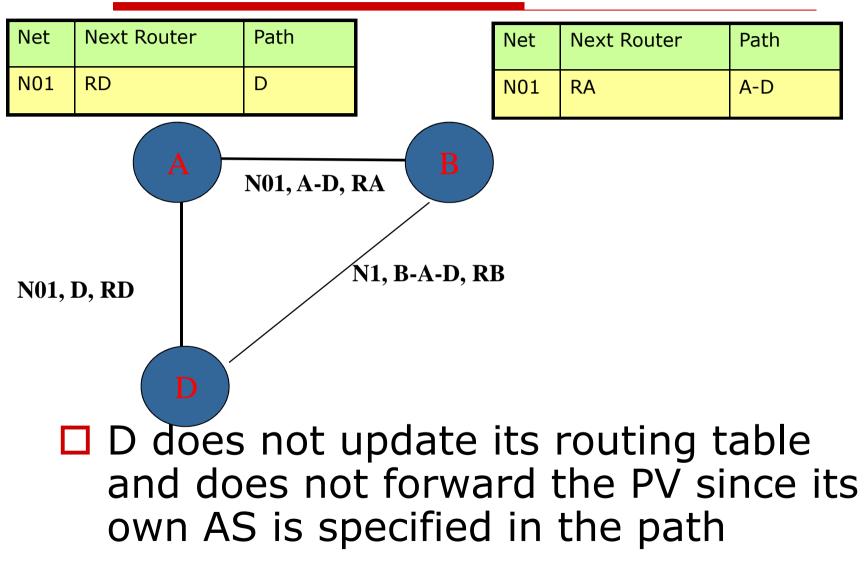
Policy based routing

- A BGP router receiving a path vector from a peer may decide to:
 - Add to the routing table the destination specified in the PV
 - Forward the PV to the neighbors
- On the basis of the local routing policy

Policy based routing: example 1



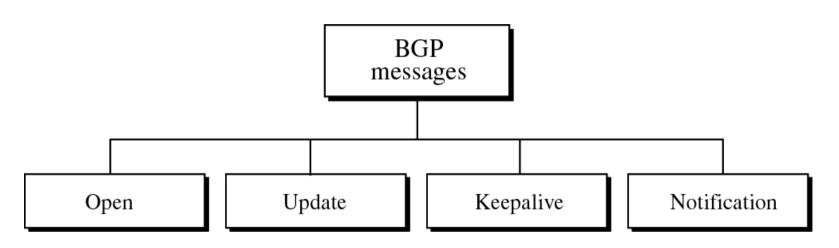
Policy based routing: example 2



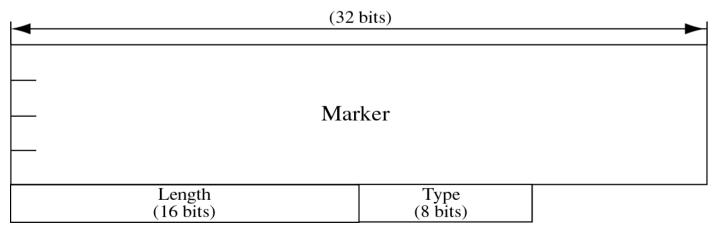
BGP: Path vector

- path vector messages contain attributes
- Attributes may be mandatory and optional
- □ Mandatory attributes:
 - ORIGIN: IGP protocol origin of the info (e.g. OSPF, RIP, IGRP)
 - AS_PATH: sequence of traversed AS
 - NEXT_HOP: next router

BGP Messages



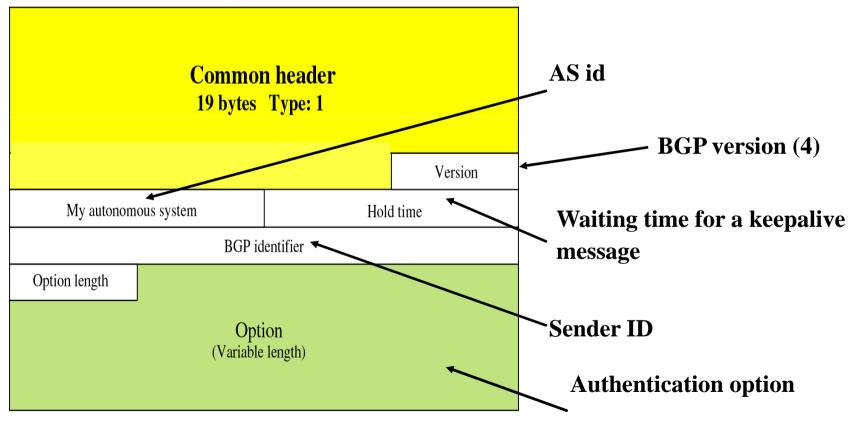
Common header



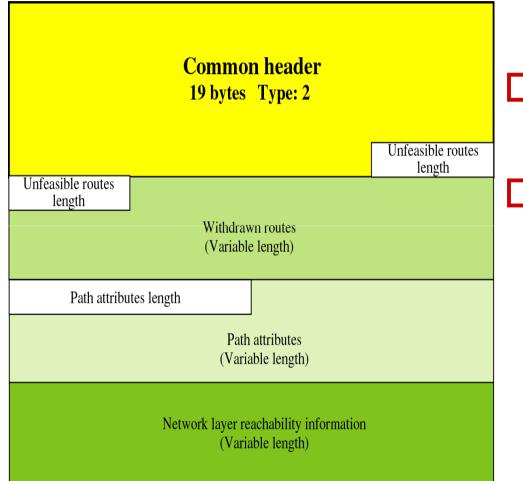
Open Messages

Peering set up messages

Routers answer with keepalive messages (common header only)



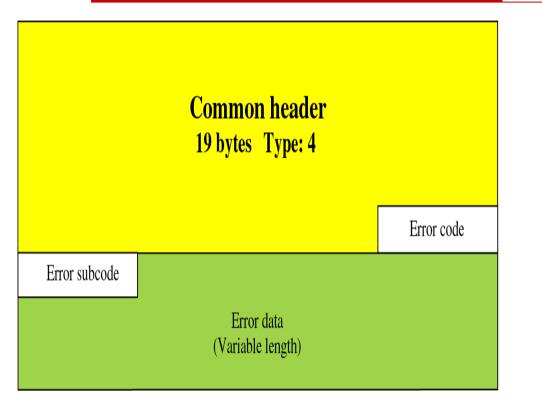
Update Messages



Contain the path vector

Used to advertise path or to cancel previously advertised paths

Notification Messages



To notify an error or to close a connection