

# Routing (part 4)

Lecture 26

<http://www.cs.rutgers.edu/~sn624/352-F24>

Srinivas Narayana

# The network layer enables **reachability**. We'll see protocols that solve subproblems.

How does an endpoint  
get an address?

**DHCP**

Debugging?

**ICMP**

How does an endpoint talk to  
another *outside* its network?

**Routing protocols**  
**OSPF, RIP, BGP**

How does an endpoint  
talk to another *within*  
the same network?

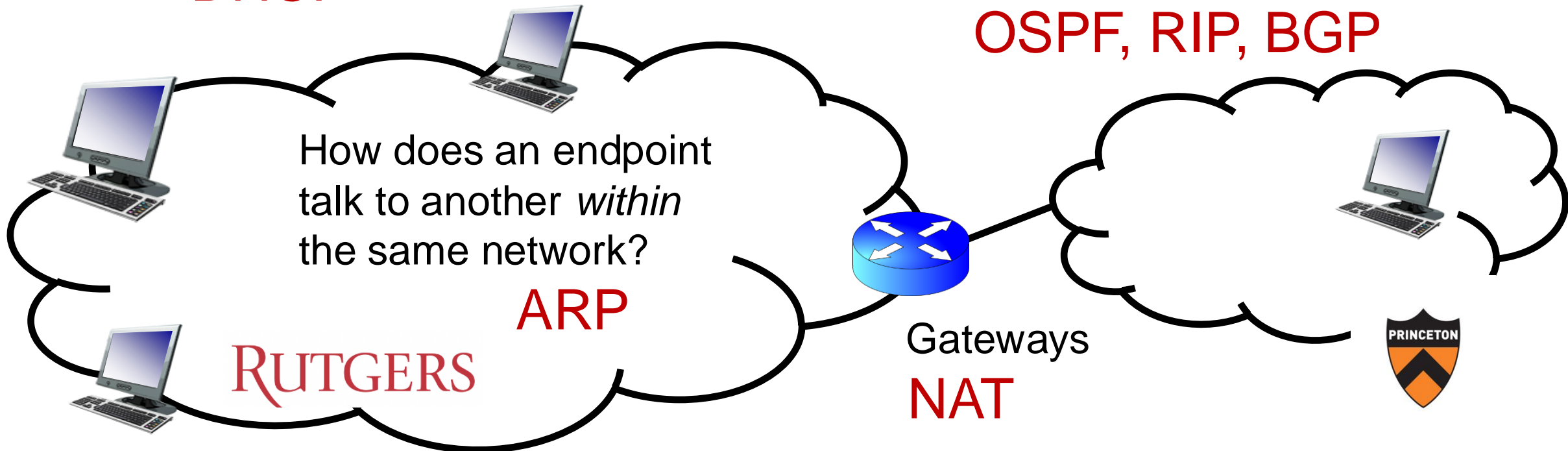
**ARP**

**RUTGERS**



Gateways

**NAT**



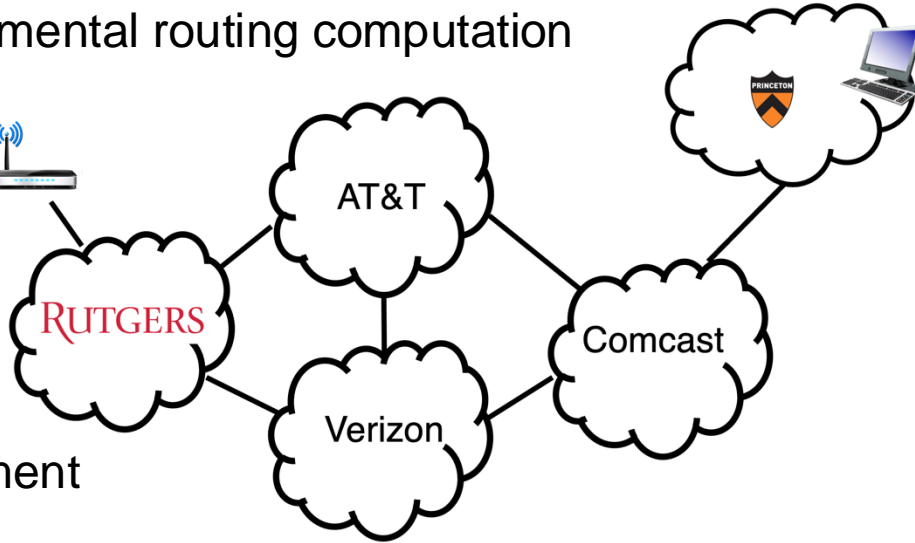
# Internet is **large** and **federated**



Abstractions of topology for protocol messages



Incremental routing computation

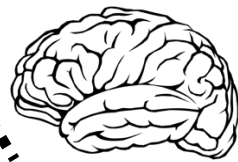


Announcement

Import policy

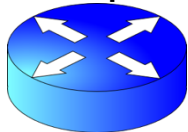
Route selection

Export policy



Control plane

Data plane



Next hop:  
eBGP: 2a to 1c: 2a  
iBGP: 1c to 1d: 1c

Routing protocols

Link state  
protocols

Distance vector  
protocols

Path vector  
protocols

Routing announcement =  
destination prefix + **attributes**

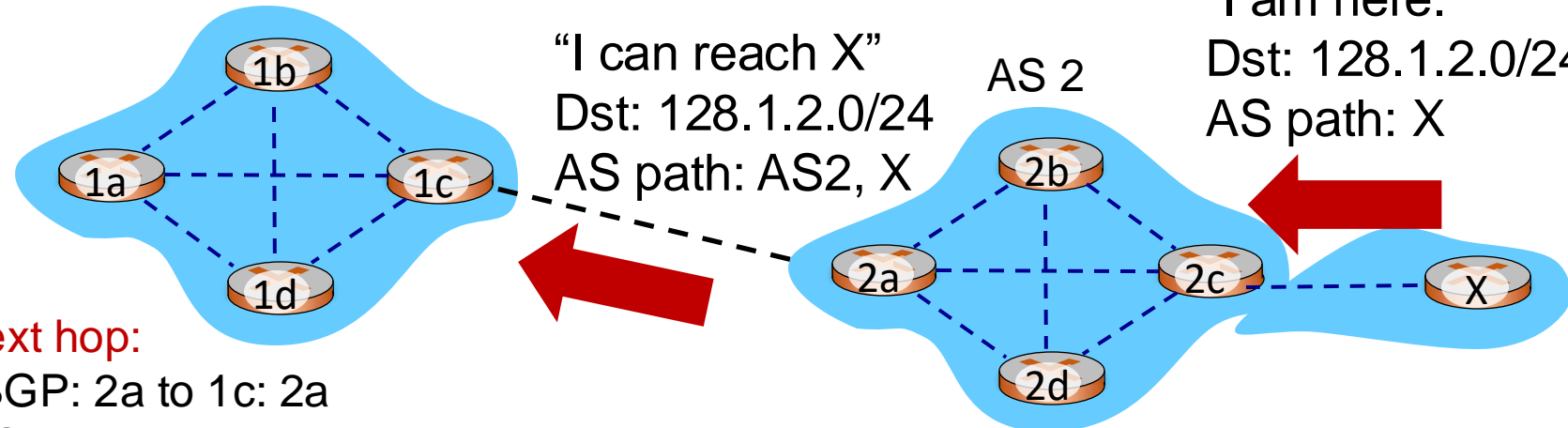
AS-level path

Next hop

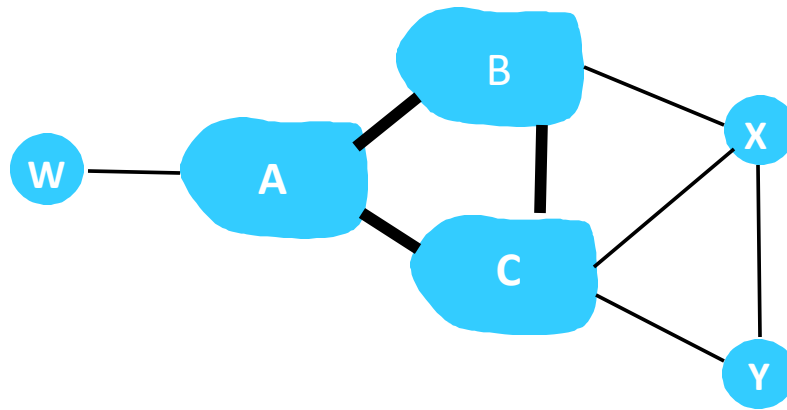
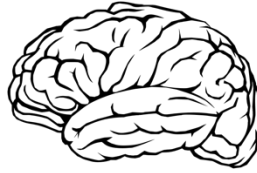
...



"I can reach X"  
Dst: 128.1.2.0/24  
AS path: AS2, X

"I am here."  
Dst: 128.1.2.0/24  
AS path: X



# BGP Import Policy

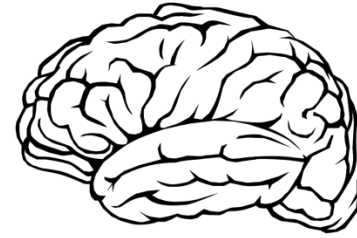


legend:  provider network  
 customer network:

Suppose an ISP wants to **minimize costs** by avoiding routing through its providers when possible.

- Suppose C announces path Cy to x
- Further, y announces a direct path (“y”) to x
- Then x may **choose not to import** the path Cy to y since it has a peer path (“y”) towards y

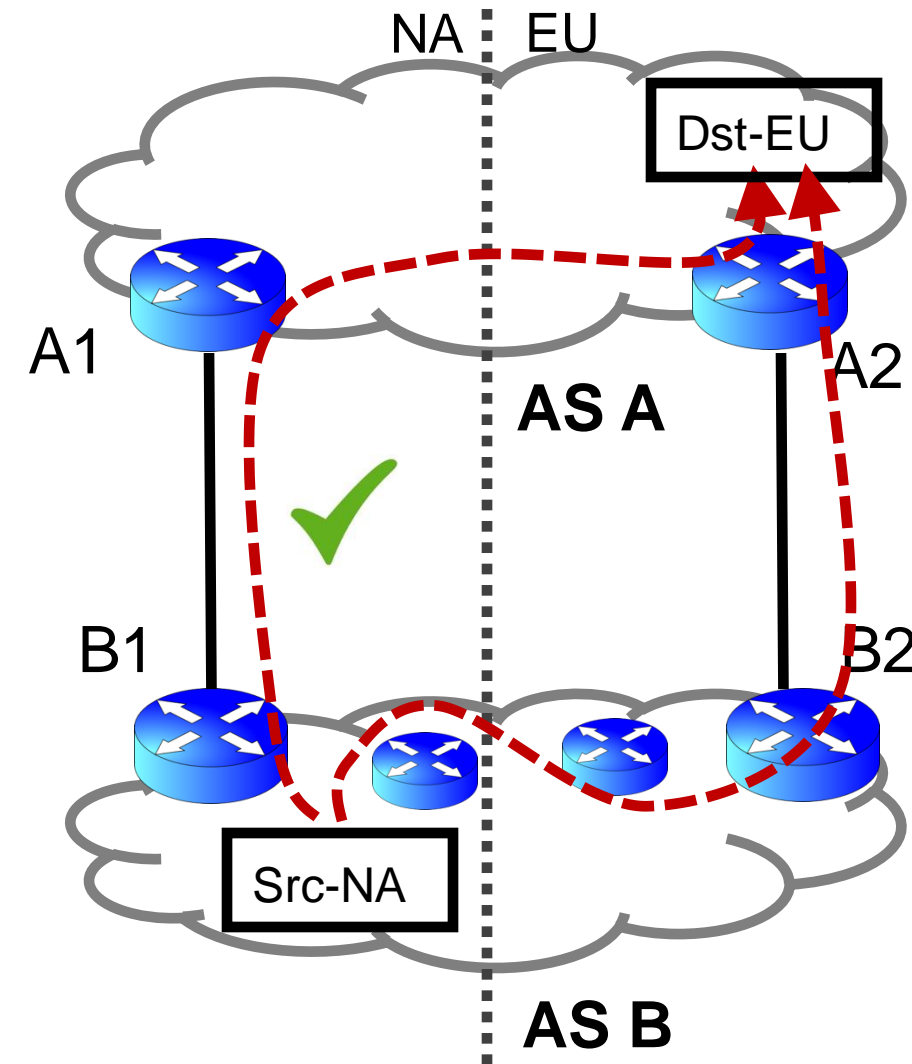
## Q2. BGP Route Selection



- When a router imports more than one route to a destination IP prefix, it selects route based on:
  1. **local preference value** attribute (import policy decision -- set by network admin)
  2. shortest AS-PATH
  3. closest NEXT-HOP router
  4. Several additional criteria: You can read up on the full, complex, list of criteria, e.g., at <https://www.cisco.com/c/en/us/support/docs/ip/border-gateway-protocol-bgp/13753-25.html>

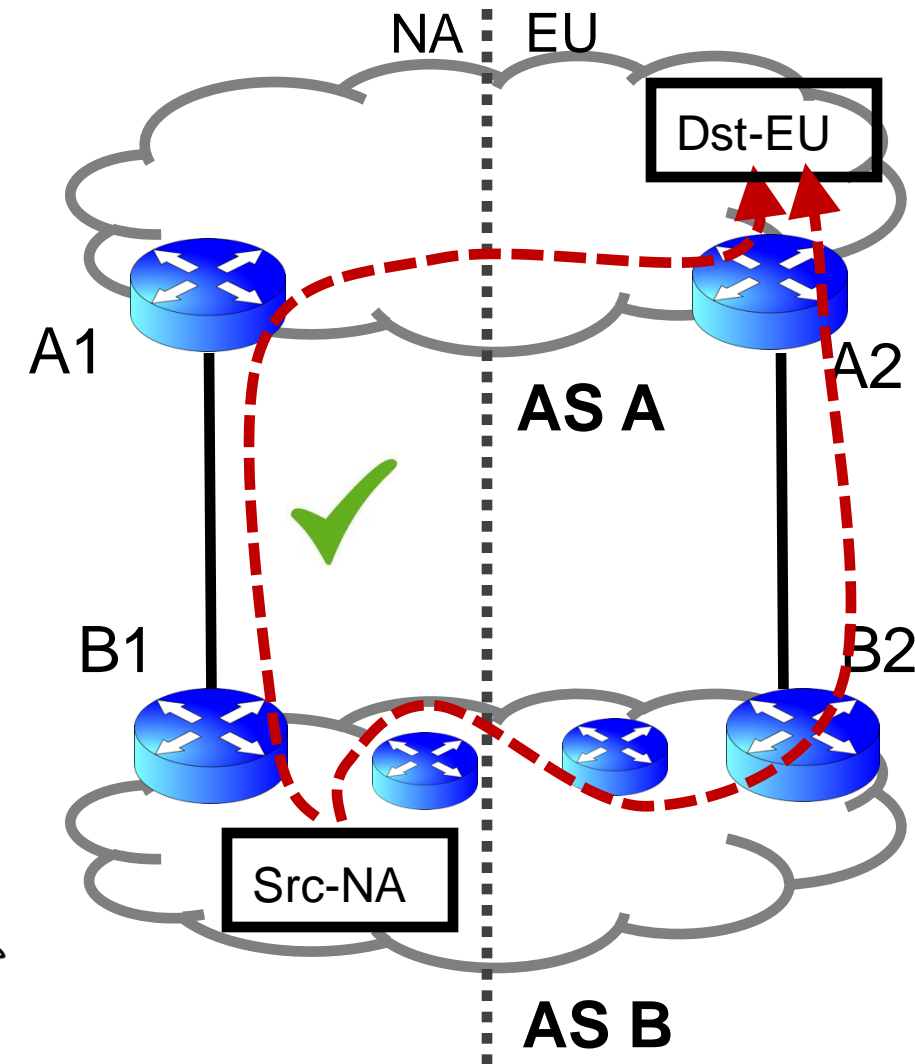
# Example of route selection

- Suppose AS A and B are connected to each other both in North America (NA) and in Europe (EU)
- A source in NA wants to reach a destination in EU
- There are two paths available
  - *Assume* same local preference
  - Same AS path length
- **Closest next hop-router:** choose path via B1 rather than B2

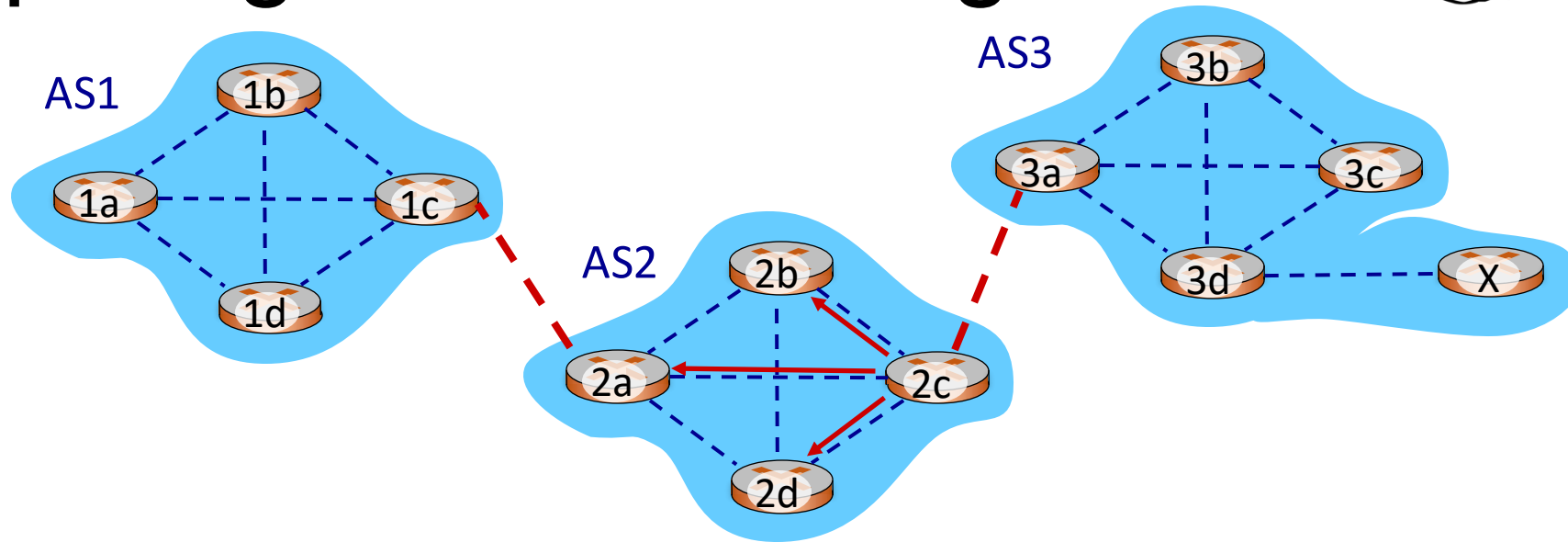
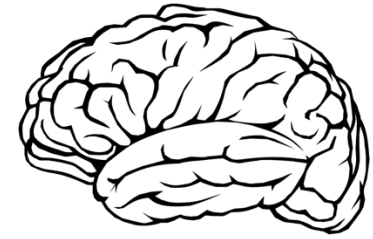


# Example of route selection

- Choosing closest next-hop results in **early exit routing**
  - Try to exit the local AS as early as possible
  - Also called **hot potato routing**
- Reduce resource use within local AS
  - potentially at the expense of another AS



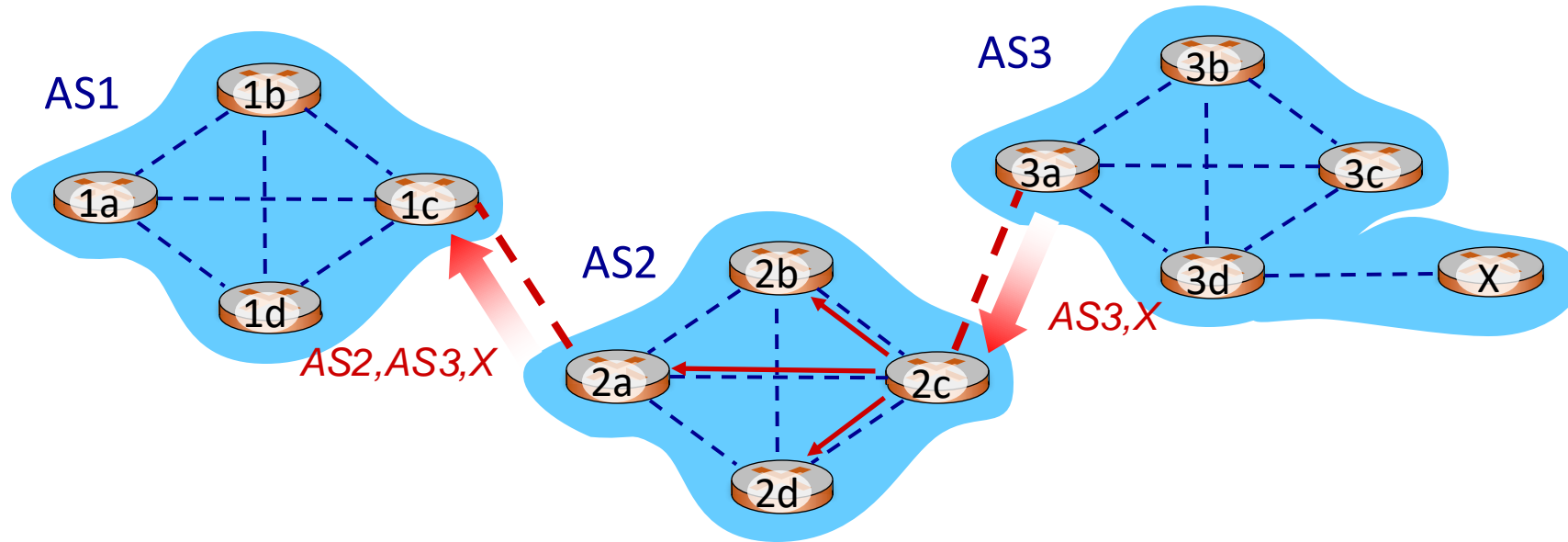
# Computing the forwarding table



- Suppose a router in AS1 wants to forward a packet destined to external prefix X.
- How is the forwarding table entry for X at 1d computed?
- How is the forwarding table entry for X at 1c computed?

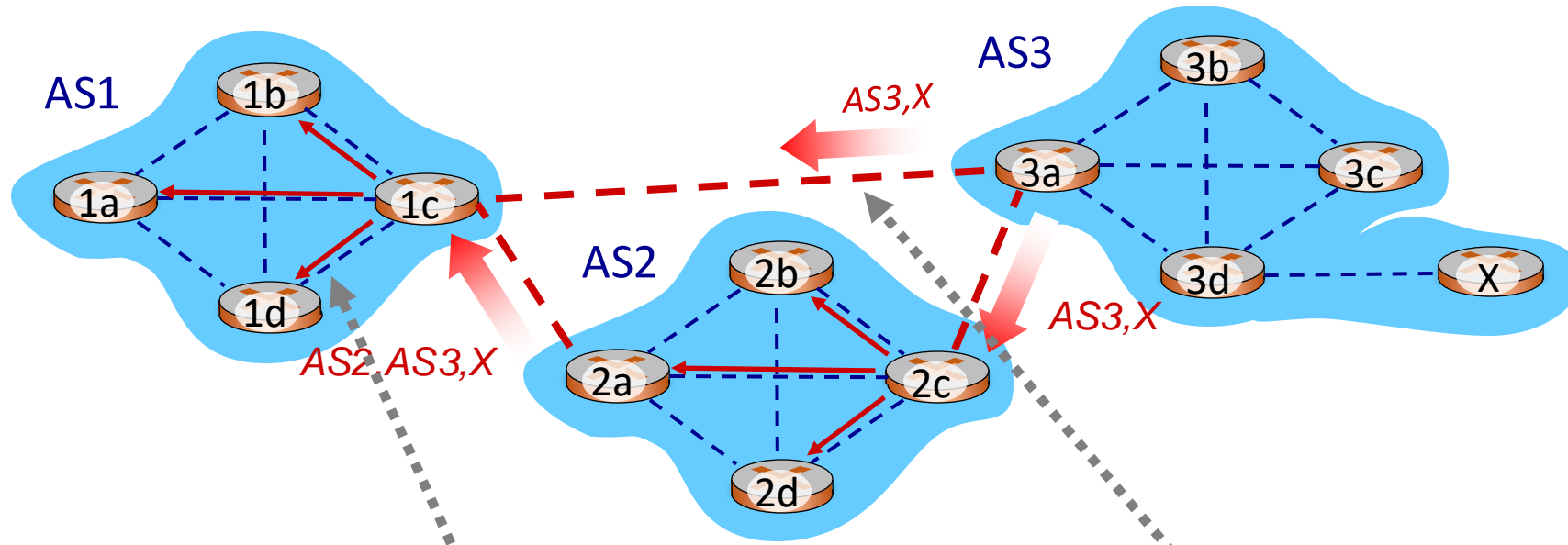


# eBGP and iBGP announcements



- AS2 router 2c receives path announcement **AS3,X** (via **eBGP**) from AS3 router 3a
- Based on AS2 import policy, AS2 router 2c imports and selects path **AS3,X**, propagates (via **iBGP**) to all AS2 routers
- Based on AS2 export policy, AS2 router 2a announces (via eBGP) path **AS2, AS3, X** to AS1 router 1c

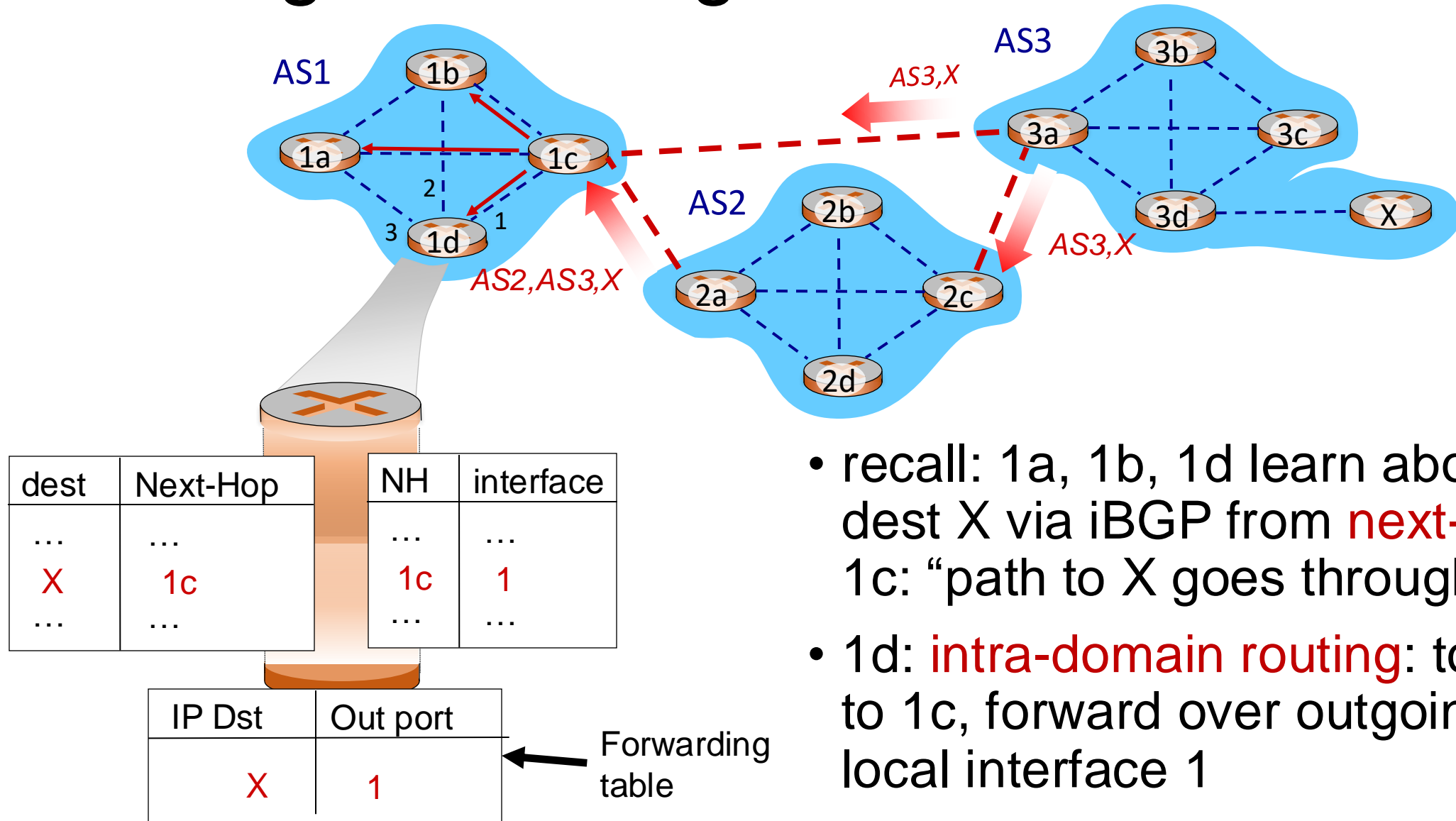
# eBGP and iBGP announcements



A given router may learn about **multiple** paths to destination:

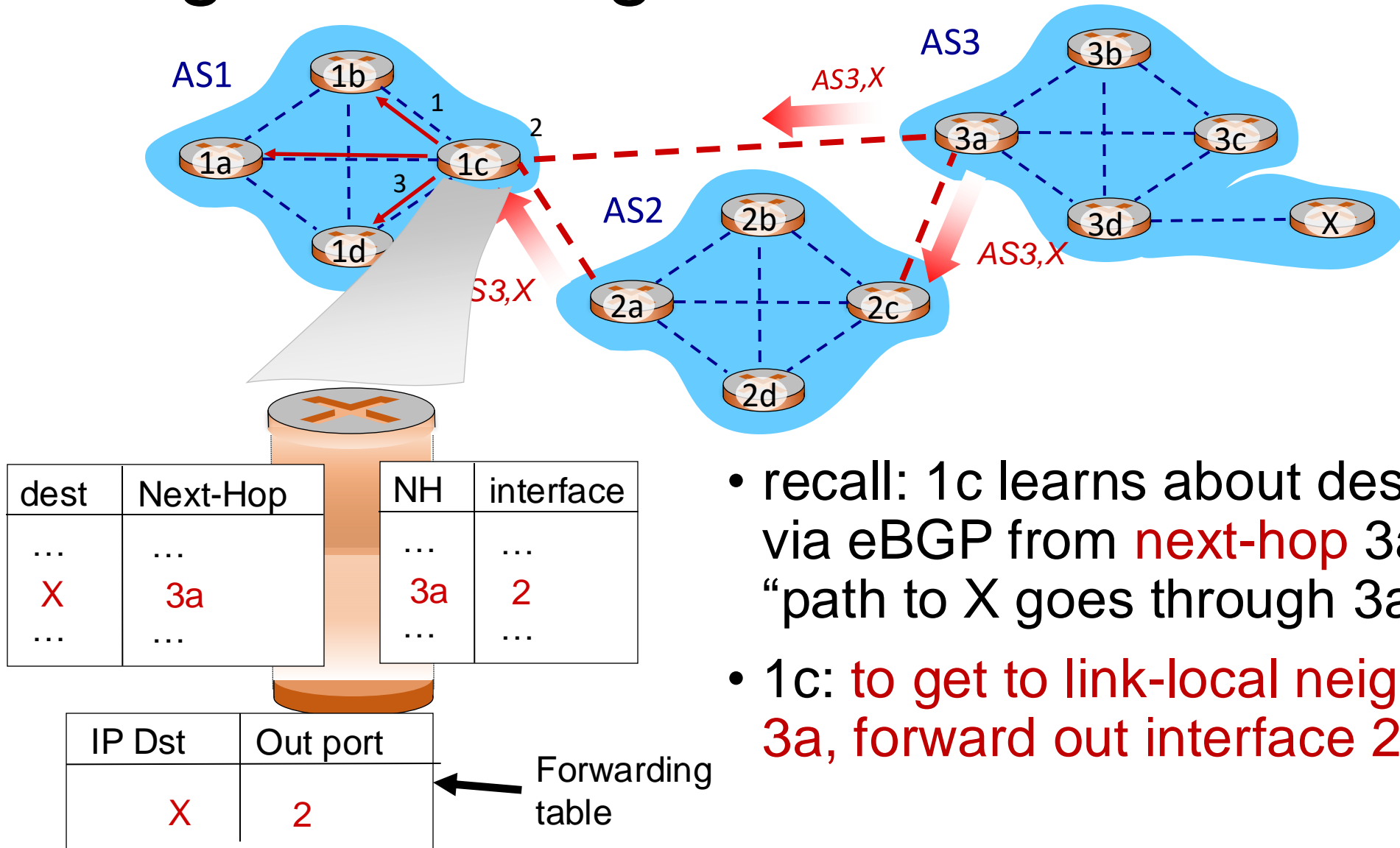
- AS1 gateway router 1c learns path **AS2,AS3,X** from 2a (next hop 2a)
- AS1 gateway router 1c learns path **AS3,X** from 3a (next hop 3a)
- Through BGP route selection process, AS1 gateway router 1c chooses path **AS3,X**, and announces path within AS1 via iBGP (next hop 1c)

# Setting forwarding table entries



- recall: 1a, 1b, 1d learn about dest X via iBGP from **next-hop** 1c: “path to X goes through 1c”
- 1d: **intra-domain routing**: to get to 1c, forward over outgoing local interface 1

# Setting forwarding table entries

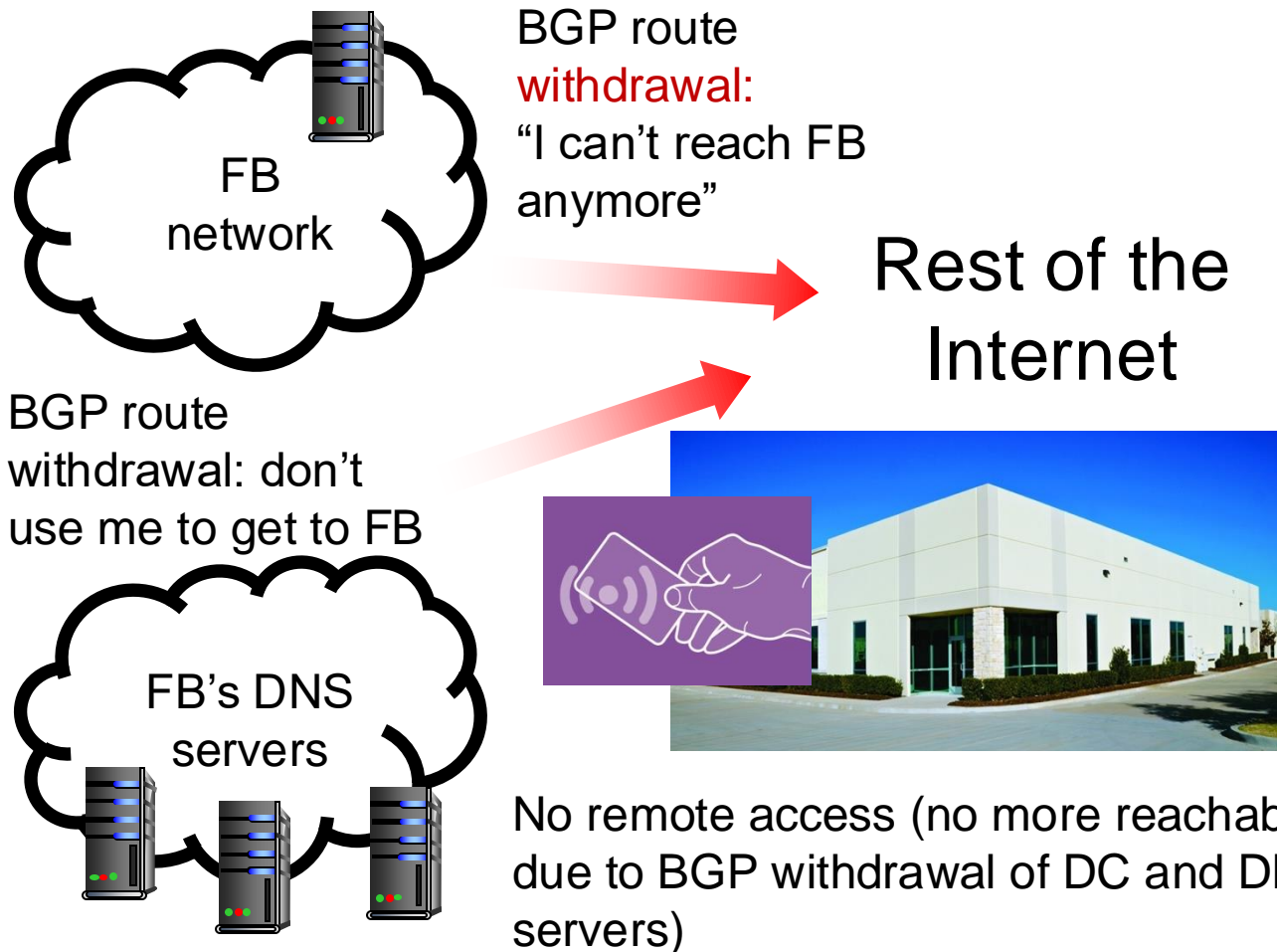


- recall: 1c learns about dest X via eBGP from **next-hop** 3a: “path to X goes through 3a”
- 1c: **to get to link-local neighbor 3a, forward out interface 2**

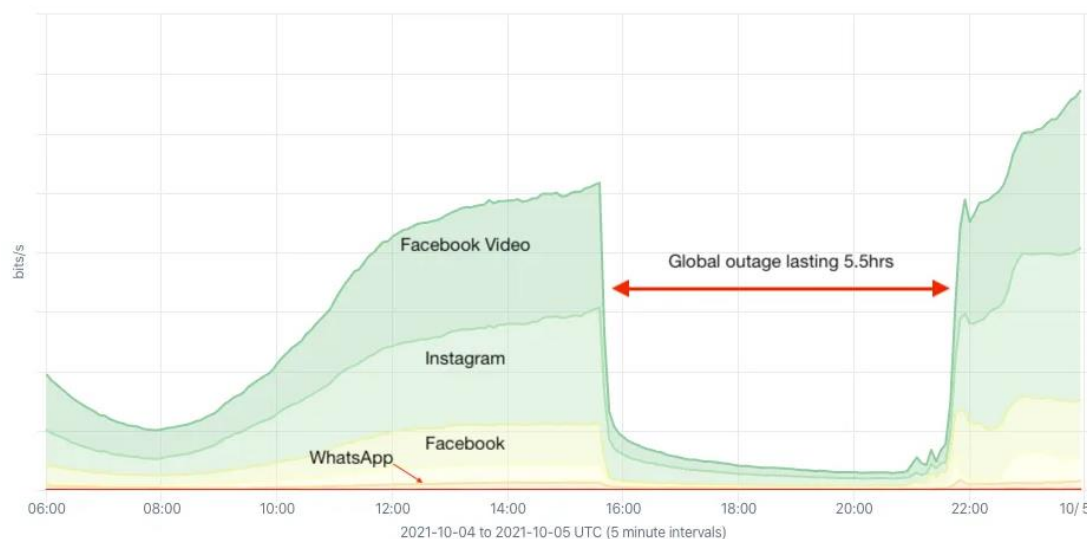
# Summary: Inter-domain routing

- **Federation** and **scale** introduce new requirements for routing on the Internet
- **BGP** is *the* protocol that handles Internet routing
- **Path vector**: exchange paths to a destination with attributes
- **Policy-based** import of routes, route selection, and export

# BGP's impact: October '21 FB++ outage



Top OTT Service by Average bits/s | Internet Traffic served by Facebook  
Oct 04, 2021 06:00 to Oct 05, 2021 00:00 (18h) | Global outage 4-Oct-2021



Restricted physical access (prox can't verify, can't access prox server)

<https://engineering.fb.com/2021/10/05/networking-traffic/outage-details/>

By Doug Madory - <https://www.kentik.com/blog/facebook-historic-outage-explained/>, CC BY 4.0,  
<https://commons.wikimedia.org/w/index.php?curid=110816752>

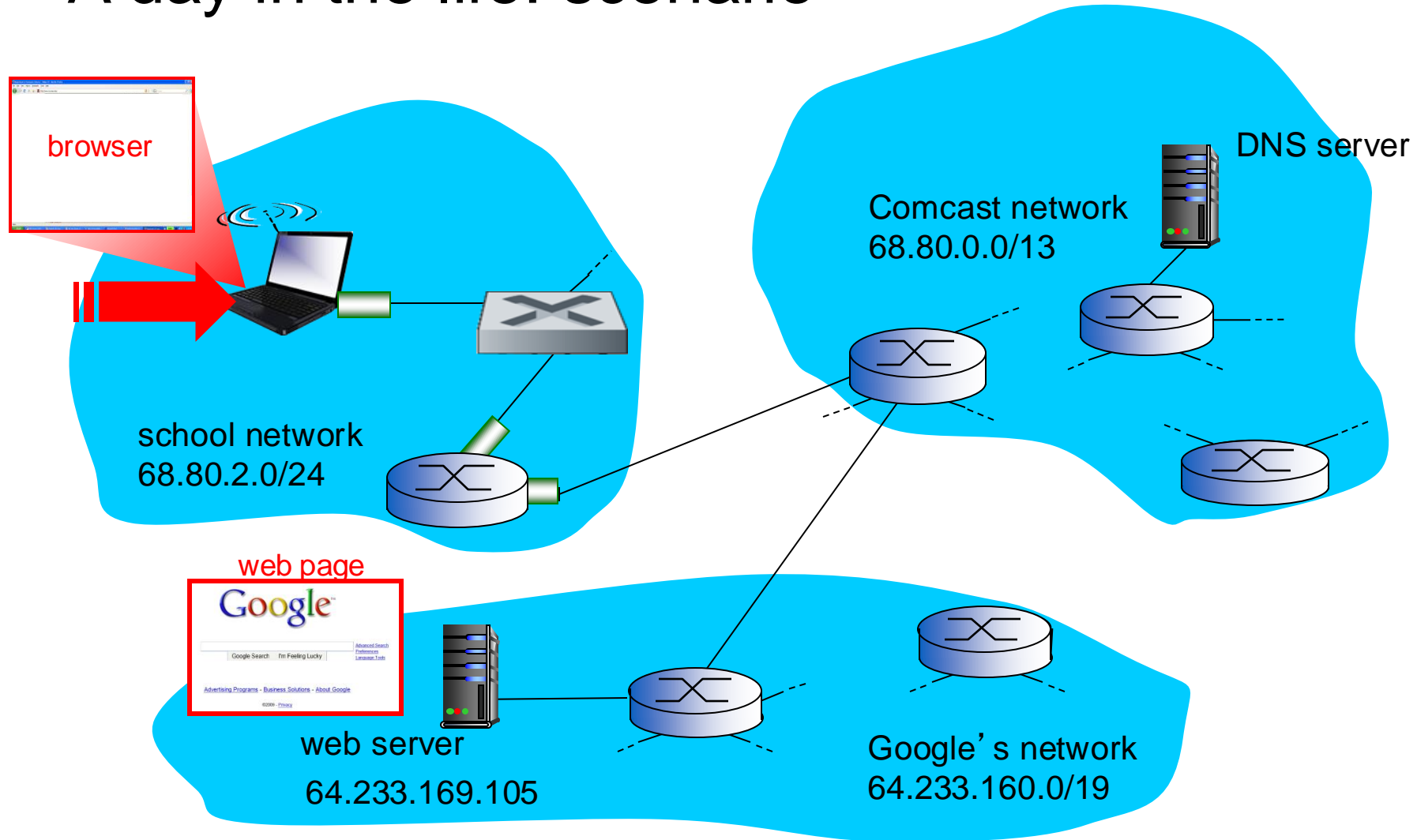
# Synthesis of protocols

# Synthesis: a day in the life of a web request

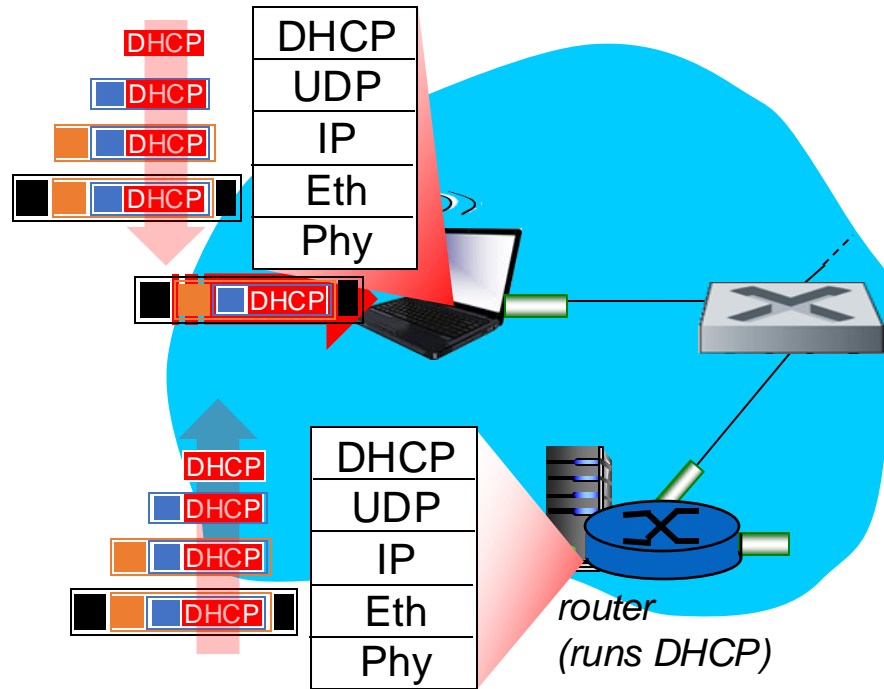
- **Goal:** identify, review, understand protocols (at all layers) involved in seemingly simple scenario: requesting www page
- **Scenario:** student attaches laptop to campus network, requests/receives `www.google.com`



# A day in the life: scenario

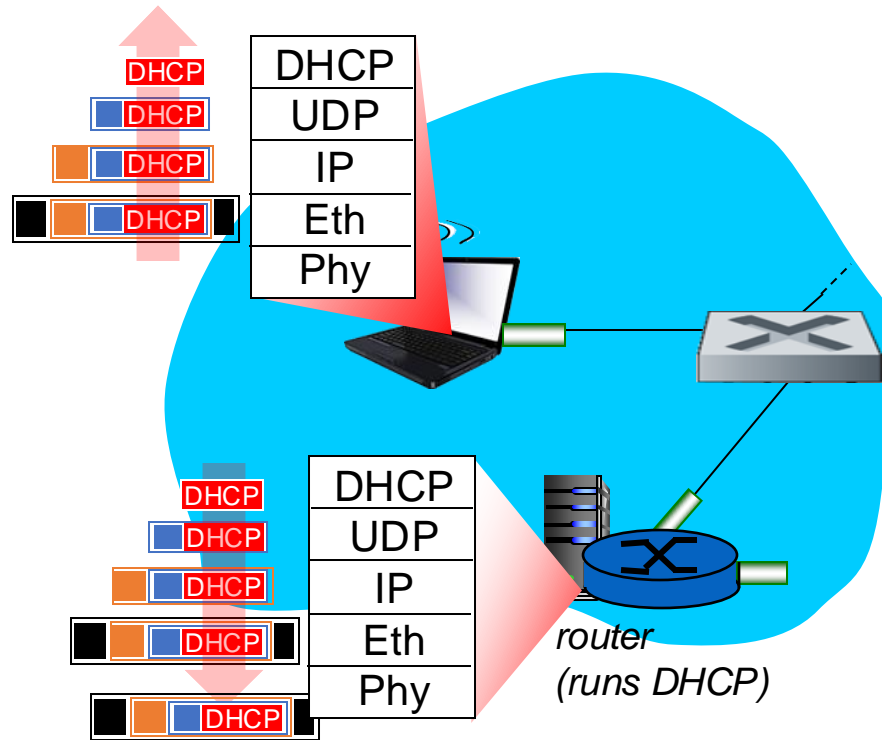


# A day in the life... connecting to the Internet



- connecting laptop needs to get its own IP address, addr of first-hop router, addr of DNS server: use **DHCP**
- DHCP request encapsulated in **UDP**, encapsulated in **IP**, encapsulated in link layer Ethernet
- Packet **broadcast** (dest: FFFFFFFFFFFFFFFF) on the local network, received at a router running **DHCP** server
- Ethernet decapsulated to IP decapsulated to UDP decapsulated to DHCP

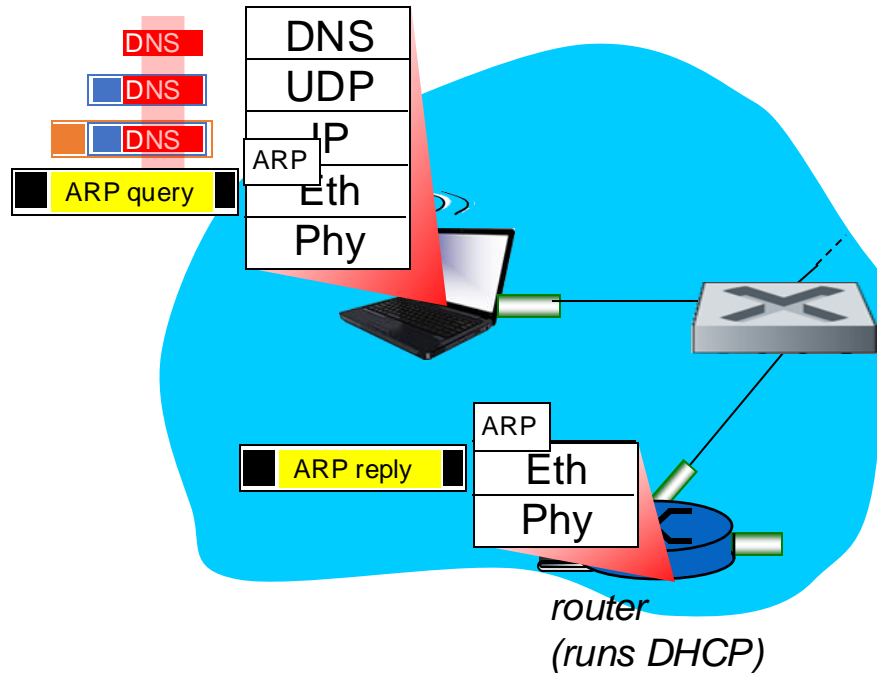
# A day in the life... connecting to the Internet



- DHCP server formulates *DHCP ACK* containing client's IP address, IP address of first-hop router for client, name & IP address of DNS server
- DHCP client receives DHCP ACK reply

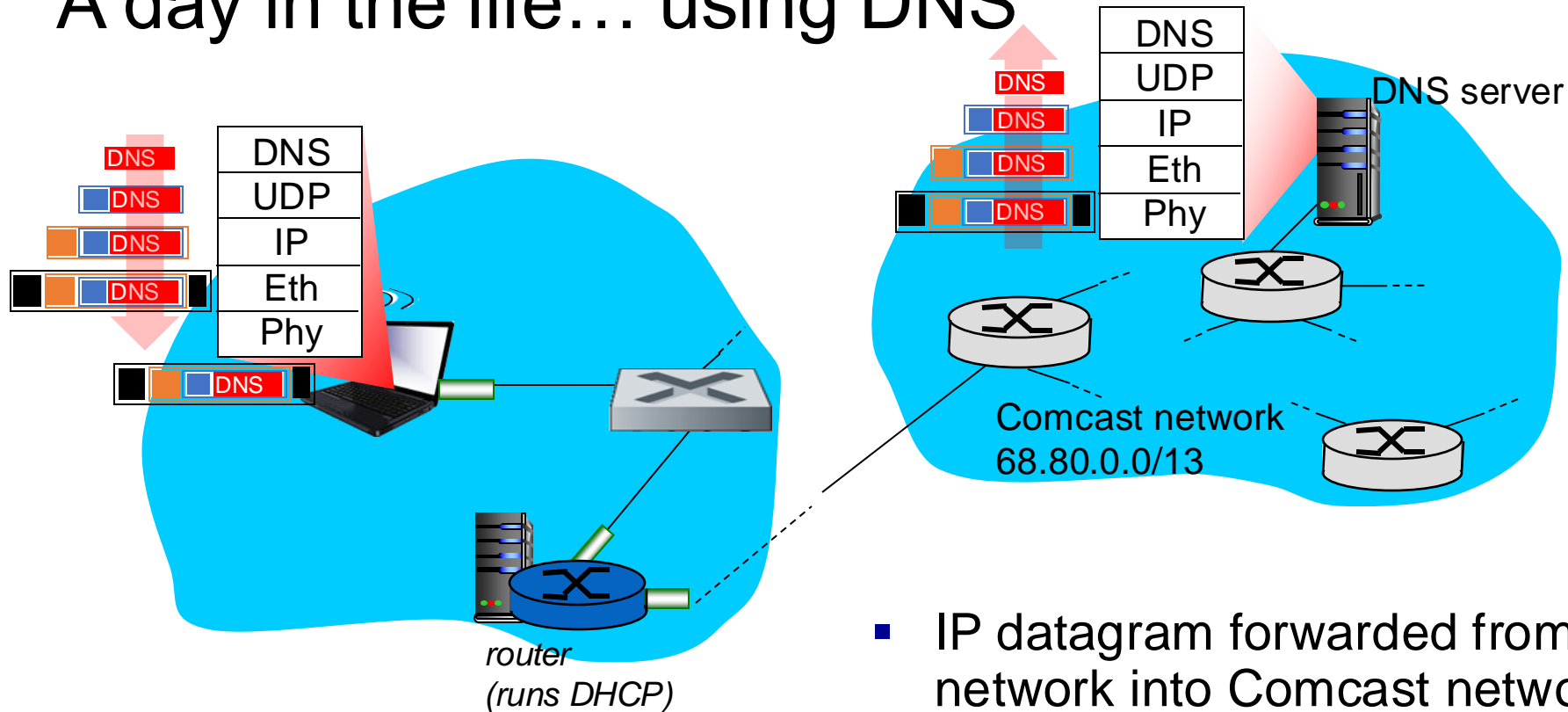
Client now has IP address, knows name & addr of DNS server, IP address of its first-hop router

# A day in the life... ARP (before DNS, before HTTP)



- before sending *HTTP* request, need IP address of `www.google.com`: *DNS*
- DNS query created, encapsulated in UDP, encapsulated in IP, encapsulated in Eth. To send frame to router, need MAC address of router interface: *ARP*
- *ARP query* broadcast, received by router, which replies with *ARP reply* giving MAC address of router interface
- client now knows MAC address of gateway router, so can now send packet containing DNS query

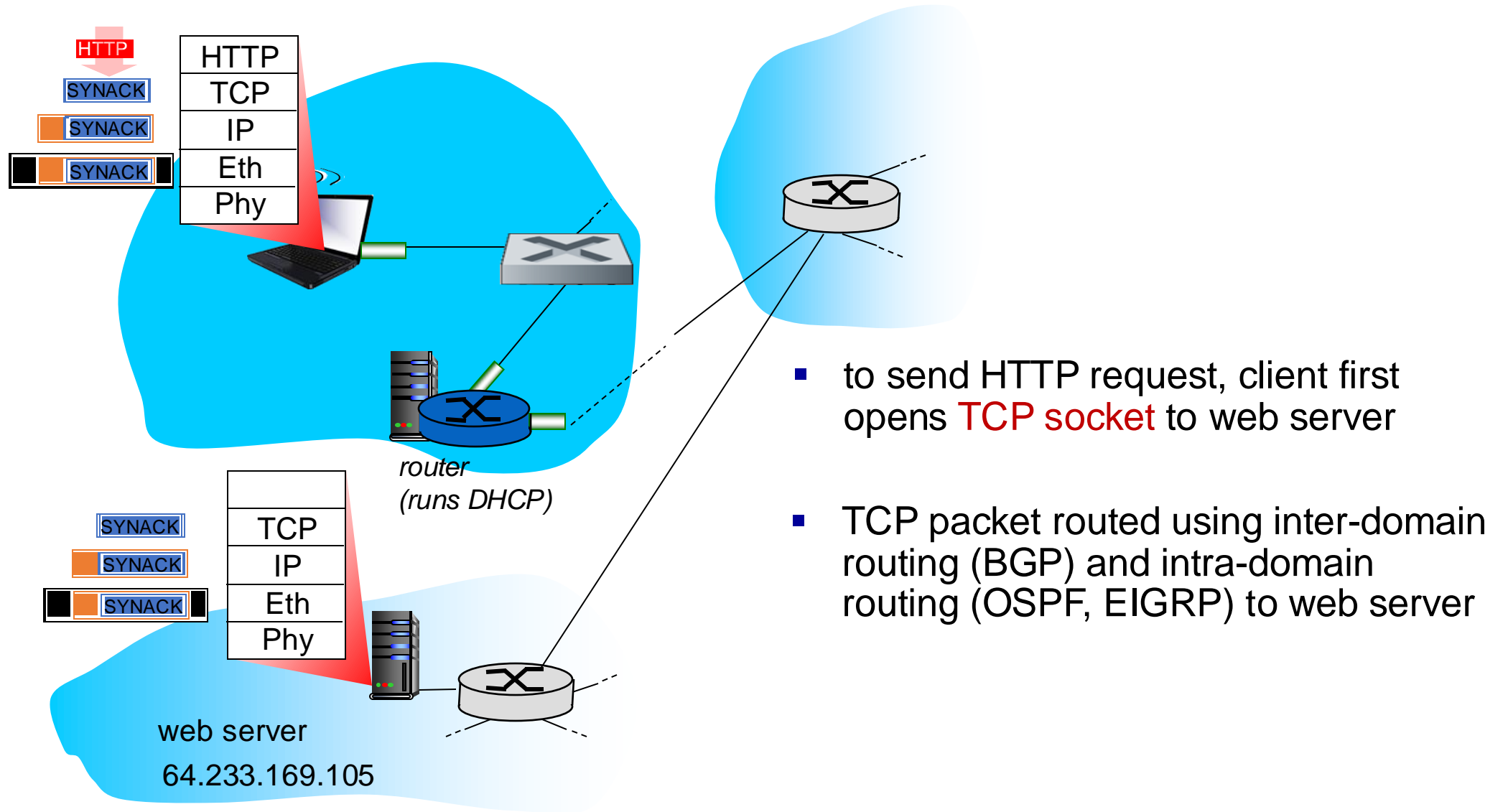
# A day in the life... using DNS



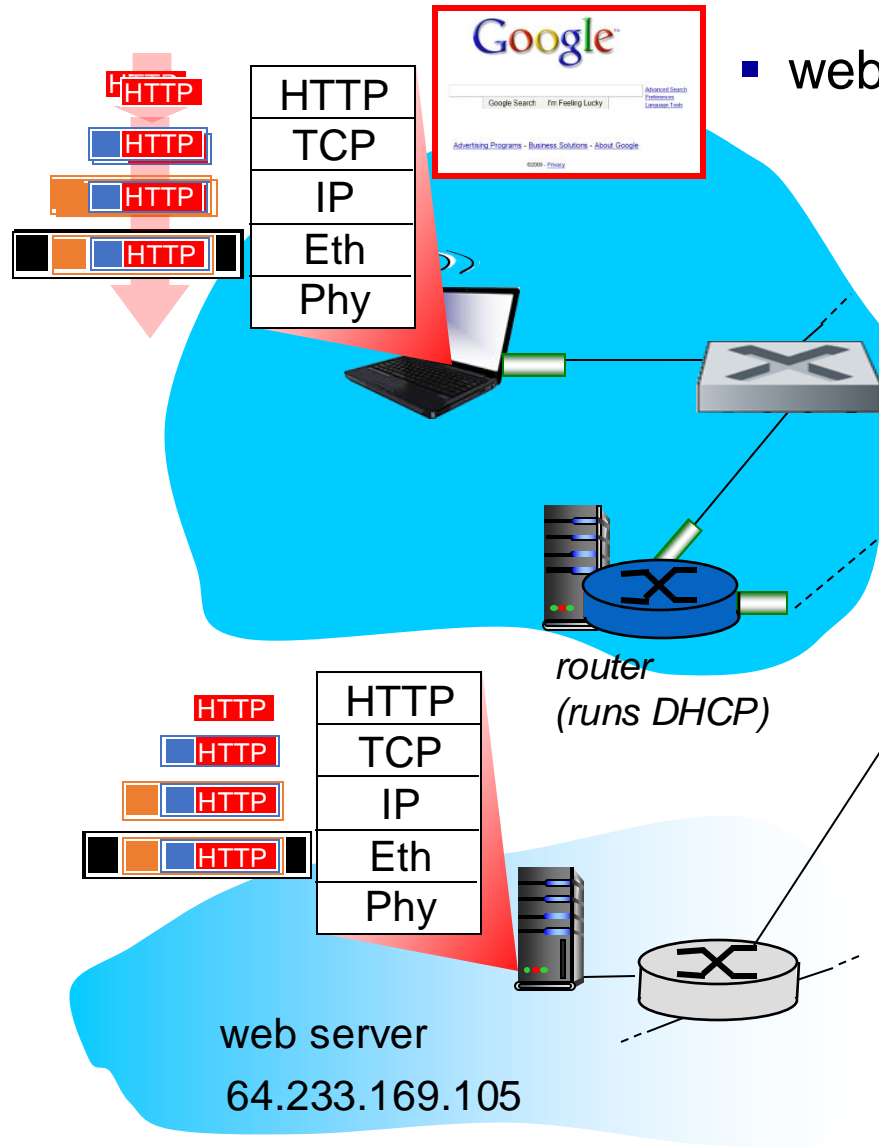
- IP datagram containing DNS query from client to gateway router

- IP datagram forwarded from campus network into Comcast network, routed (tables created by **EIGRP**, **OSPF**, and/or **BGP** routing protocols) to DNS server
- decapsulated to DNS server
- DNS server replies to client with IP address of [www.google.com](http://www.google.com)

# A day in the life...TCP connection carrying HTTP



# A day in the life... HTTP request/reply



- web page **finally (!!!)** displayed

- **HTTP request** sent into TCP socket
- IP datagram containing HTTP request routed to `www.google.com`
- web server responds with **HTTP reply** (containing web page)
- IP datagram containing HTTP reply routed back to client

# Internet Technology



# Outro

- Computer networks are a stack of layers
  - Built for modularity
  - Each layer does one set of functions very well
  - Each layer depends on the layers beneath it
- Many general and useful principles
  - Applicable to real life (e.g., feedback control)
  - Applicable to computer system design (e.g., indirection & hierarchy)

# Outro: Now what?

- Go about life as usual
  - One difference: enhanced abilities to work with Internet-based tech
- Apply your new skills to solve a problem you care about
  - Tons of free and open-source software and platforms. Opportunities
- Deepen your understanding of the Internet and its tech
  - CS 553 Internet services (Spring 2025)
- Push the boundaries of Internet tech
  - Talk to me if you're interested in research