

A BGP-based Mechanism for Lowest-Cost Routing

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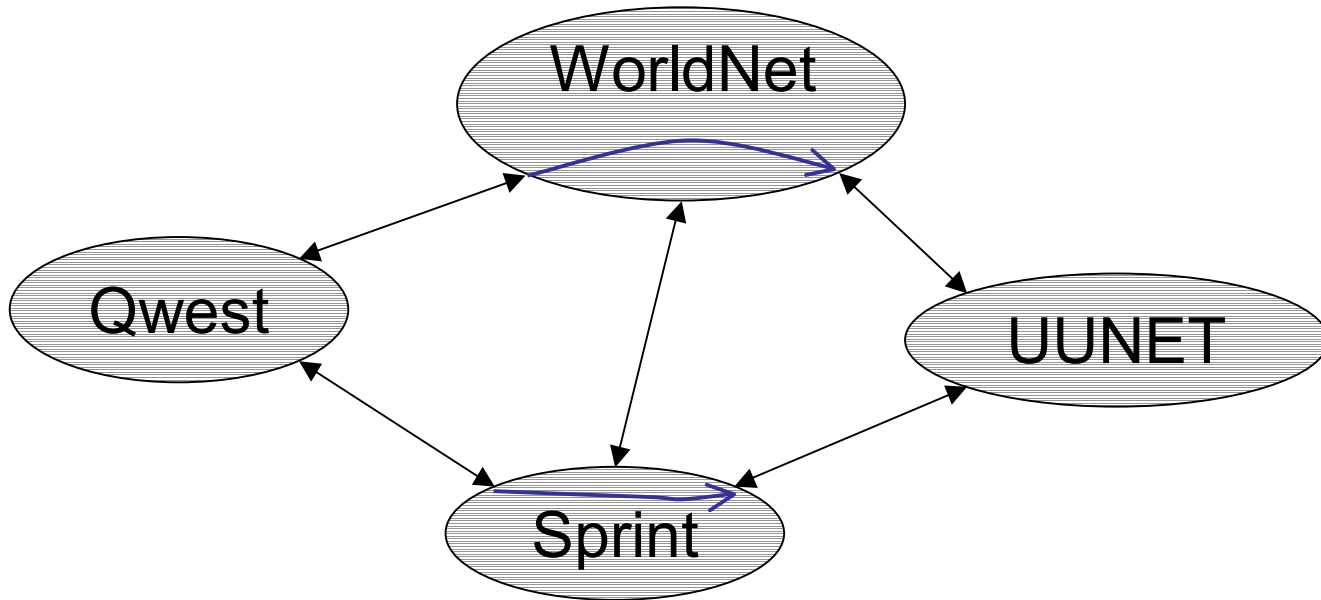
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Joint work with:

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Lowest-Cost Routing Mechanism-design Problem



Agents: Transit ASs

Inputs: Transit costs

Outputs: Routes, Payments

Outline

- VCG Mechanism for Lowest-Cost Routing
- “BGP-based” Computational Model
- DAM for Lowest-Cost Routing
- Open Questions

Problem Statement

Agents' types: Per-packet costs $\{c_k\}$

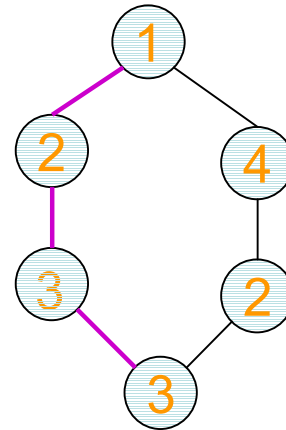
(Unknown) global parameter: Traffic matrix $[T_{ij}]$

Outputs: $\{route(i, j)\}$

Payments: $\{p^k\}$

Objectives:

- Lowest-cost paths (LCPs)
- Strategyproofness
- "BGP-based" distributed algorithm



Previous Work

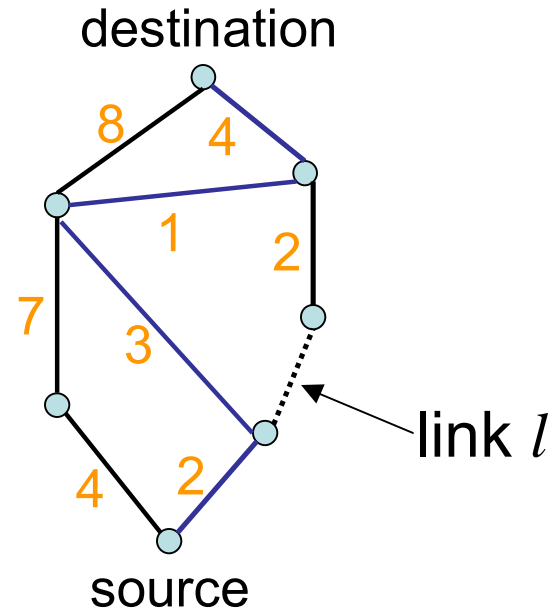
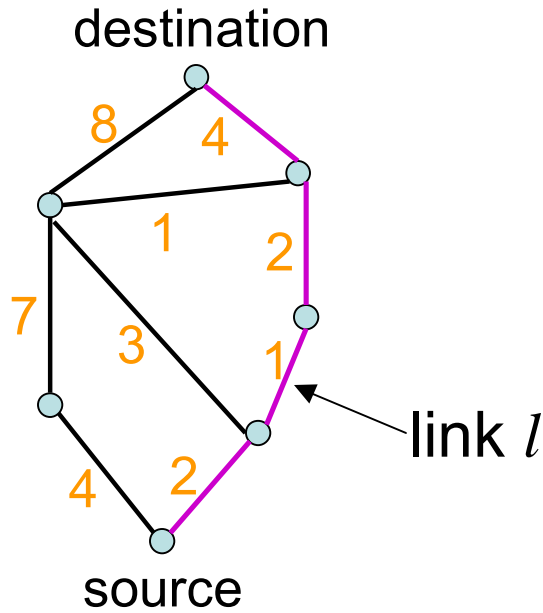
Nisan-Ronen, 1999

- Single (source, destination) pair
- Links are the **strategic agents**
- “Private type” of l is c_l
- **(Centralized) strategyproof**, **polynomial-time** mechanism
 - A Vickrey-Clarke-Groves (VCG) mechanism

Hershberger-Suri, 2001

- Compute m payments as quickly as 1

Lowest-Cost Path Mechanism [NR,HS]



Payment to link l on LCP =

$$\text{Cost of } l + \text{Cost of lowest cost path without } l - \text{Cost of LCP}$$

(Similar payment function appears in *all* VCG mechanisms.)

Our Formulation vs. NR, HS

- *Nodes, not links, are the strategic agents.*
- *All (source, destination) pairs*
- *Distributed “BGP-based” algorithm*

Advantages:

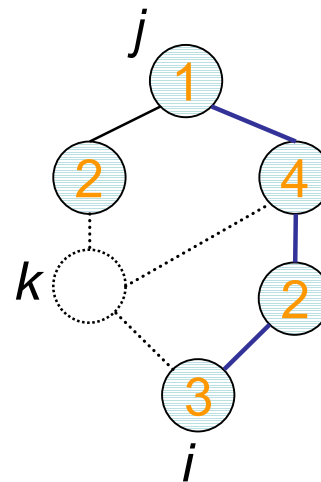
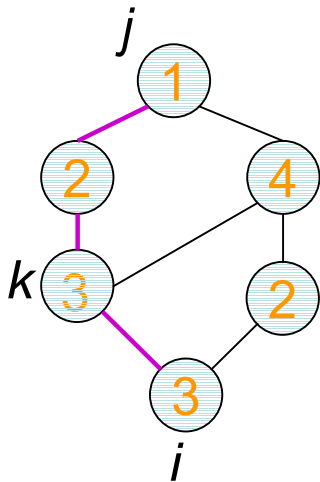
- ✓ More realistic model
- ✓ Deployable via small changes to BGP

A Unique VCG Mechanism

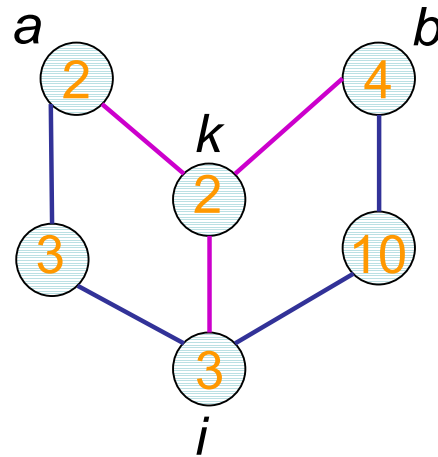
Theorem 1: Unique **strategyproof** mechanism that gives **no payments to non-transit nodes**.

Payment to transit node k is $p^k = \sum_{i,j} T_{ij} p_{ij}^k$, where

$$p_{ij}^k = c_k + \text{Cost of LCP from } i \text{ to } j \text{ without using } k \\ - \text{Cost of LCP from } i \text{ to } j \text{ using } k$$



Features of this Mechanism



- **Cost** c_k is independent of i and j , but **price** p_{ij}^k depends on i and j .
- **Price** p_{ij}^k is determined by cost of min-cost path from i to j not passing through k (min-cost “ k -avoiding” path).

BGP-based Computational Model (1)

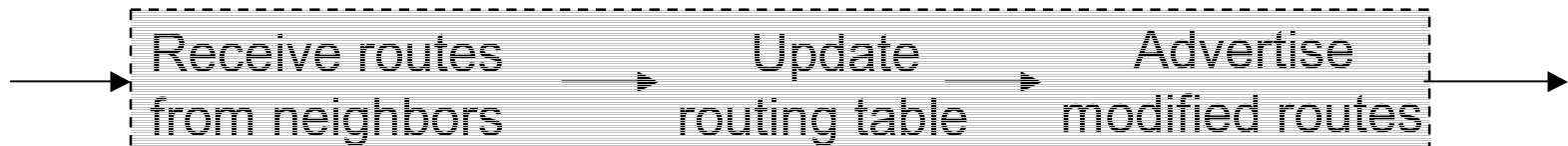
- Follow abstract BGP model of Griffin and Wilfong:
Network is a graph with nodes corresponding to ASes and bidirectional links; intradomain-routing issues are ignored.
- Each AS has a routing table with LCPs to all other nodes:

Dest.	LCP				LCP cost
AS1	AS3	AS5	AS1		3
AS2	AS7	AS2			2

Entire paths are stored, not just next hop.

BGP-based Computational Model (2)

- An AS “advertises” its routes to its neighbors in the AS graph, whenever its routing table changes.
- The computation of a single node is an infinite sequence of stages:

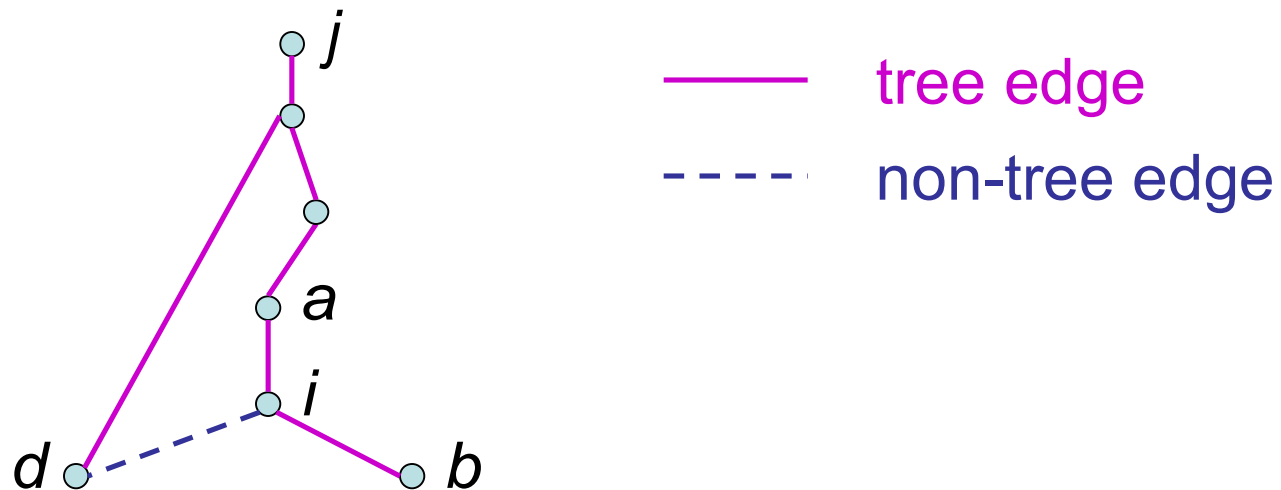


- Complexity measures:
 - Number of stages required for convergence
 - Total communication

Towards Distributed Price Computation

$$p_{ij}^k = c_k + \text{Cost of min-cost } k\text{-avoiding path from } i \text{ to } j \\ - \text{Cost of LCP from } i \text{ to } j$$

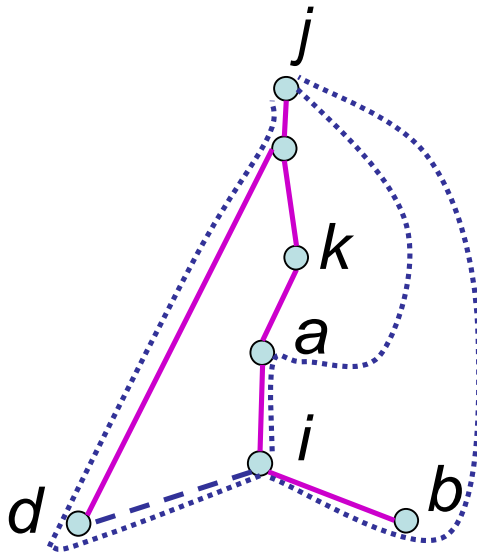
- LCPs to destination j form a tree



- Use data from i 's neighbors a, b, d to compute p_{ij}^k .

Constructing k-avoiding Paths

Three possible cases for min-cost k-avoiding path from i to j :



i 's neighbor on the path is
(a) parent
(b) child
(d) unrelated

In each case, a relation to neighbor's LCP or price, e.g.,

$$(b) \quad p_{ij}^k = p_{bj}^k + c_b + c_i$$

✓ p_{ij}^k is the minimum of these values.

A “BGP-based” Algorithm

Dest.	cost	LCP and path prices				LCP cost
AS1		AS3	AS5	AS1		$c(i, 1)$
	c_1	p_{i1}^3	p_{i1}^5			

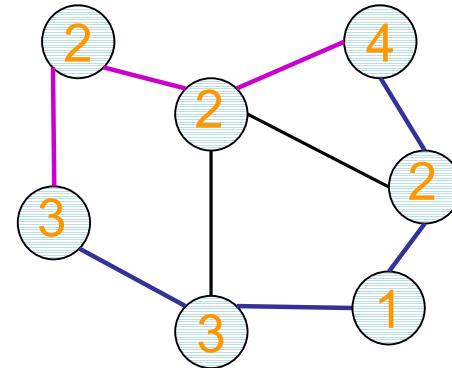
- LCPs are computed and advertised to neighbors.
- Initially, all prices are set to ∞ .
- Each node repeats:
 - Receive LCP costs and path prices from neighbors.
 - Recompute path prices.
 - Advertise changed prices to neighbors.

Final state: Node i has accurate p_{ij}^k values.

Performance of Algorithm

$d = \text{maximum length of LCP}$

$d' = \text{maximum length of min-cost } k\text{-avoiding path}$



Theorem 2:

Our algorithm computes the VCG prices correctly, uses routing tables of size $O(nd)$ (a constant factor increase over BGP), and converges in at most $(d + d')$ stages (worst-case additive penalty of d' stages over the BGP convergence time).

Open Question: Strategy in Computation

- *Mechanism is strategyproof* : ASes have no incentive to lie about c_k 's.
- However, payments are *computed* by the strategic agents themselves.
How do we reconcile the *strategic model* with the *computational model*?
- First approach : Digital Signatures
[Mitchell, Sami, Talwar, Teague]

Is there a way to do this without a PKI?

Open Question: Overcharging

- In the worst case, **path price** can be arbitrarily higher than **path cost** [Archer&Tardos, 2002].
- This is a general problem with VCG mechanisms.
- Statistics from a real AS graph, with **unit costs**:

Mean node price : 1.44

Maximum node price: 9

90% of prices were 1 or 2

Overcharging is not a major problem!

How do VCG prices interact with AS-graph *formation*?