

CIS 553: Networked Systems

Interdomain Routing

February 19, 2020



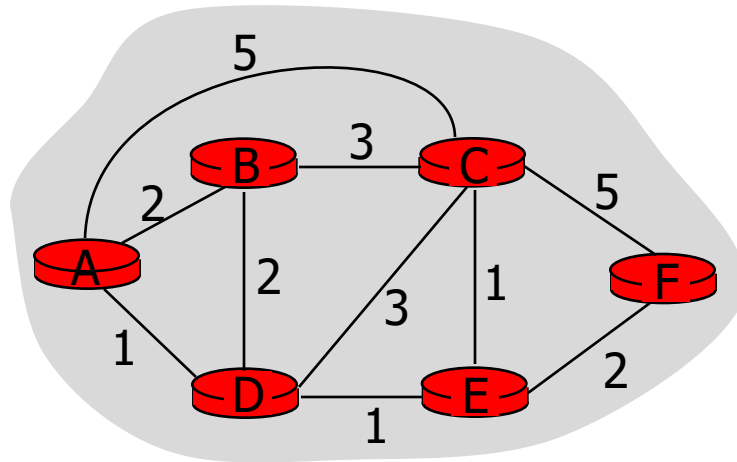
Agenda

- Discovery ✓
 - DNS ✓
 - ARP ✓
 - DHCP ✓
- Intradomain Routing ✓
 - Distance Vector ✓
 - Link State ← NEXT
- Layer-3 Checkpoint
- Interdomain Routing



Example: Dijkstra's Algorithm

Step	start S	D(B),p(B)	D(C),p(C)	D(D),p(D)	D(E),p(E)	D(F),p(F)
→ 0	A	2,A	5,A	1,A	∞	∞
1						
2						
3						
4						
5						



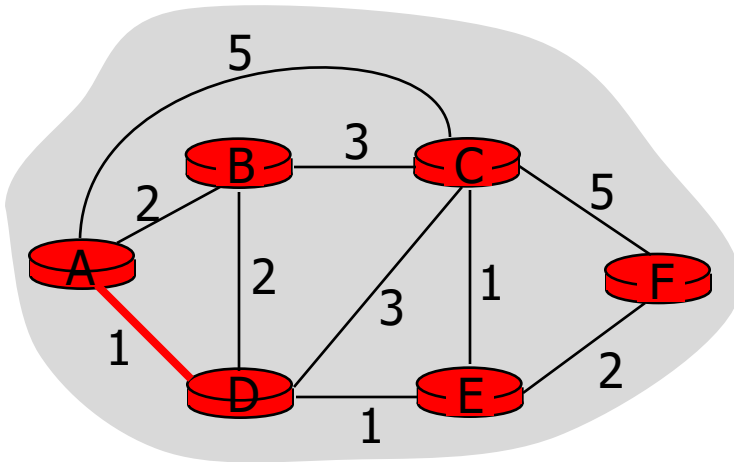
```
1 Initialization:
2 S = {A};
3 for all nodes v
4   if v adjacent to A
5     then D(v) = c(A,v);
6     else D(v) =  $\infty$  ;
...

```



Example: Dijkstra's Algorithm

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0	A	2,A	5,A	1,A	∞	∞
→ 1	AD		4,D		2,D	∞
2						
3						
4						
5						



```

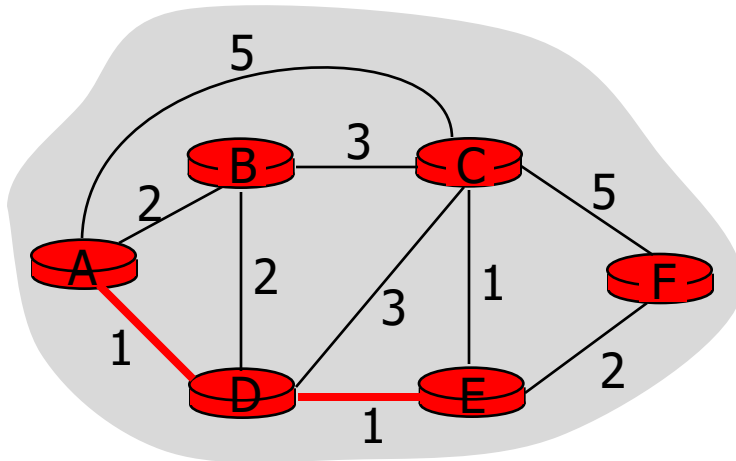
...
8  Loop
9  find w not in S s.t. D(w) is a
   minimum;
10 add w to S;
11 update D(v) for all v adjacent
   to w and not in S:
12   D(v) = min( D(v), D(w) + c(w,v) );
13 until all nodes in S;

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Step	start S	D(B),p(B)	D(C),p(C)	D(D),p(D)	D(E),p(E)	D(F),p(F)
0	A	2,A	5,A	1,A	∞	∞
1	AD		4,D		2,D	∞
→ 2	ADE			3,E		4,E
3						
4						
5						

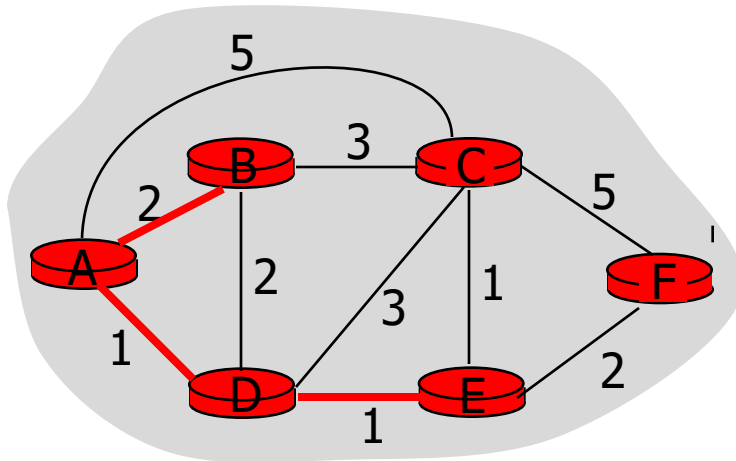


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0	A	2,A	5,A	1,A	∞	∞
1	AD		4,D		2,D	∞
2	ADE		3,E			4,E
→ 3	ADEB					
4						
5						

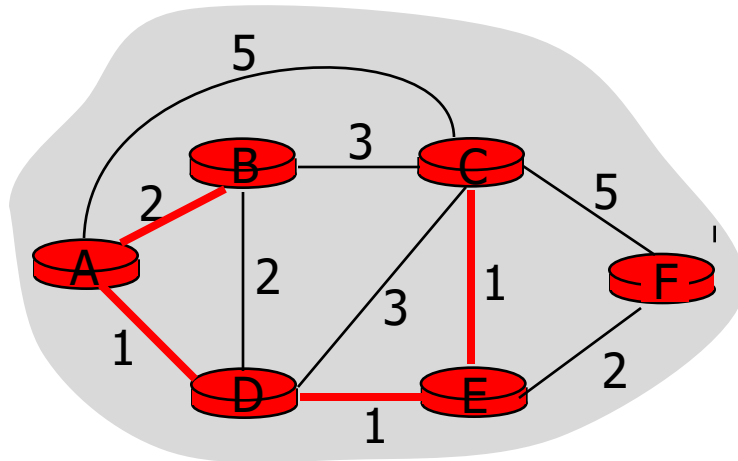


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0	A	2,A	5,A	1,A	∞	∞
1	AD		4,D		2,D	∞
2	ADE		3,E			4,E
3	ADEB					
→ 4	ADEBC					
5						



```

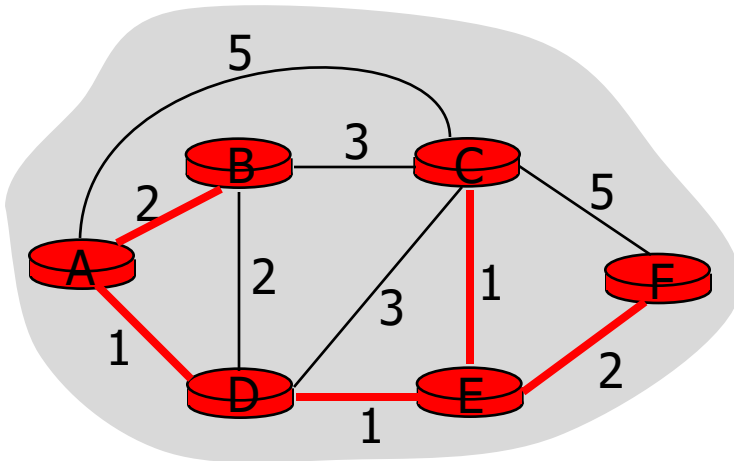
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0	A	2,A	5,A	1,A	∞	∞
1	AD		4,D		2,D	∞
2	ADE		3,E			4,E
3	ADEB					
4	ADEBC					
→ 5	ADEBCF					



```

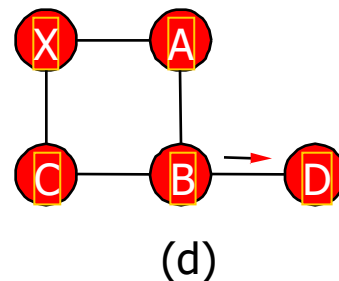
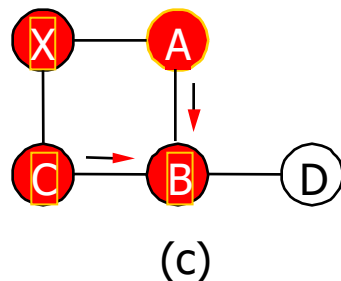
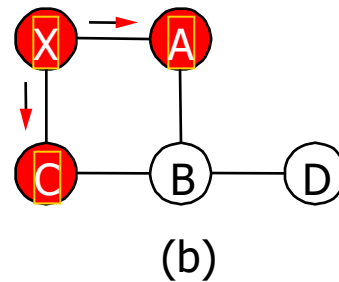
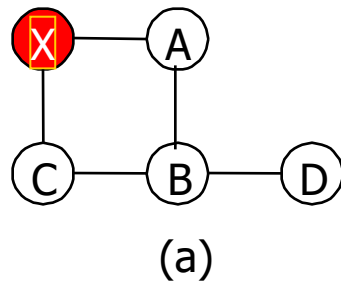
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```




Flooding the Link State

- Node sends link-state information out its links
- Similar to broadcasting, but not quite! Why?





Flooding the Link State

■ Challenges

- Loops
- Packet loss
- Out-of-order arrival

■ Solutions

- Sequence numbers
- Acknowledgments and retransmissions
- Time-to-live for each packet






Link State vs. Distance Vector

- **Overhead:**
 - LS: Store all links (entire network). Also, bandwidth consumption, computation.
 - DV: Entry for each possible destination/next-hop
- **Convergence:**
 - LS: Reacts more quickly, in bounded time to connectivity changes
 - DV: Count-to-infinity problem. Slower convergence. Bounded path length (16)
- **Global policies:**
 - LS: Able to impose global policies in a globally consistent way
 - DV: Harder, since do not have complete network topology. Next week: see a variant called Path Vector used in BGP



Agenda

- Intradomain Routing 
 - Link State 
- Layer-3 Checkpoint 
- Interdomain Routing
 - Structure of the Internet
 - Policy
 - BGP
 - Issues with BGP