Communication Networks

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Materials inspired from Scott Shenker & Jennifer Rexford

Communication Networks

Part 2: Concepts

routing

reliable
delivery

Communication Networks

Part 2: Concepts

routing

How do you guide IP packets from a source to destination?

reliable delivery

How do you ensure reliable transport on top of best-effort delivery?

routing

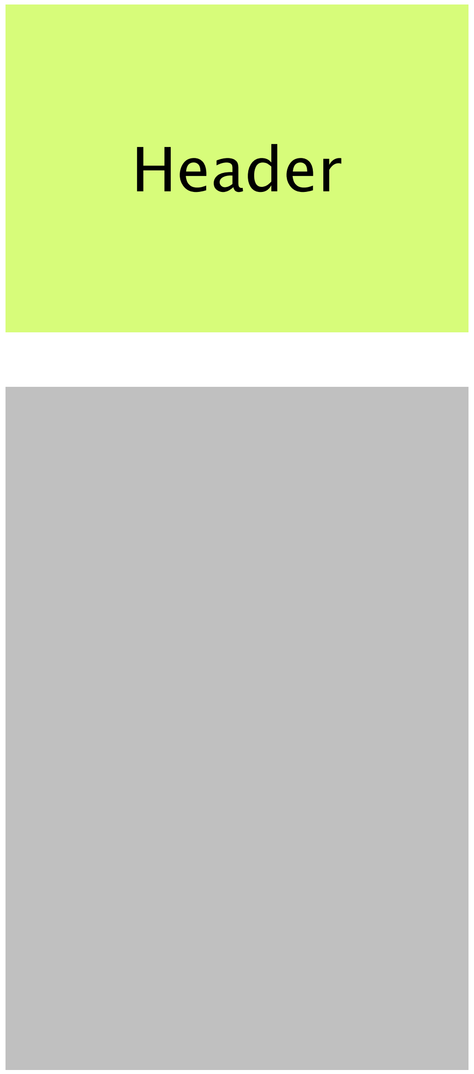
reliable delivery

How do you guide IP packets from a source to destination?

Think of IP packets as envelopes

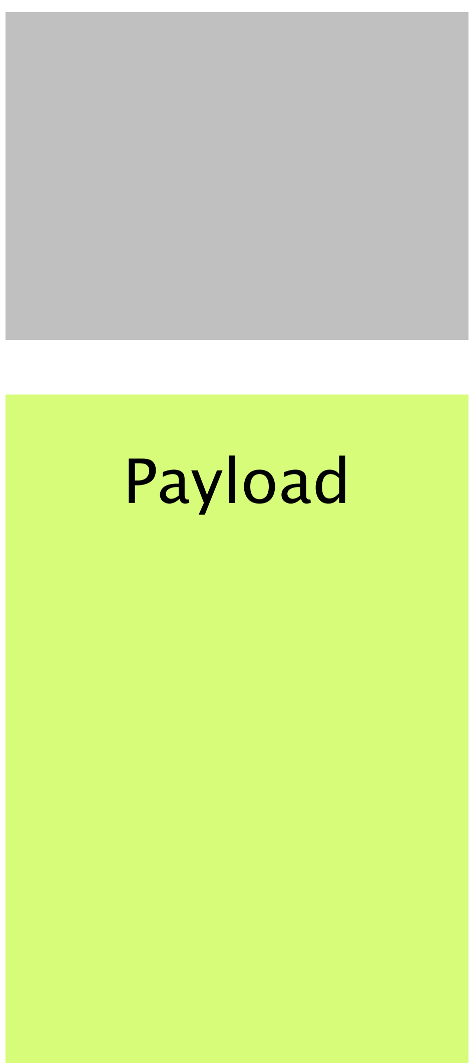
Like an envelope,

packets have a header

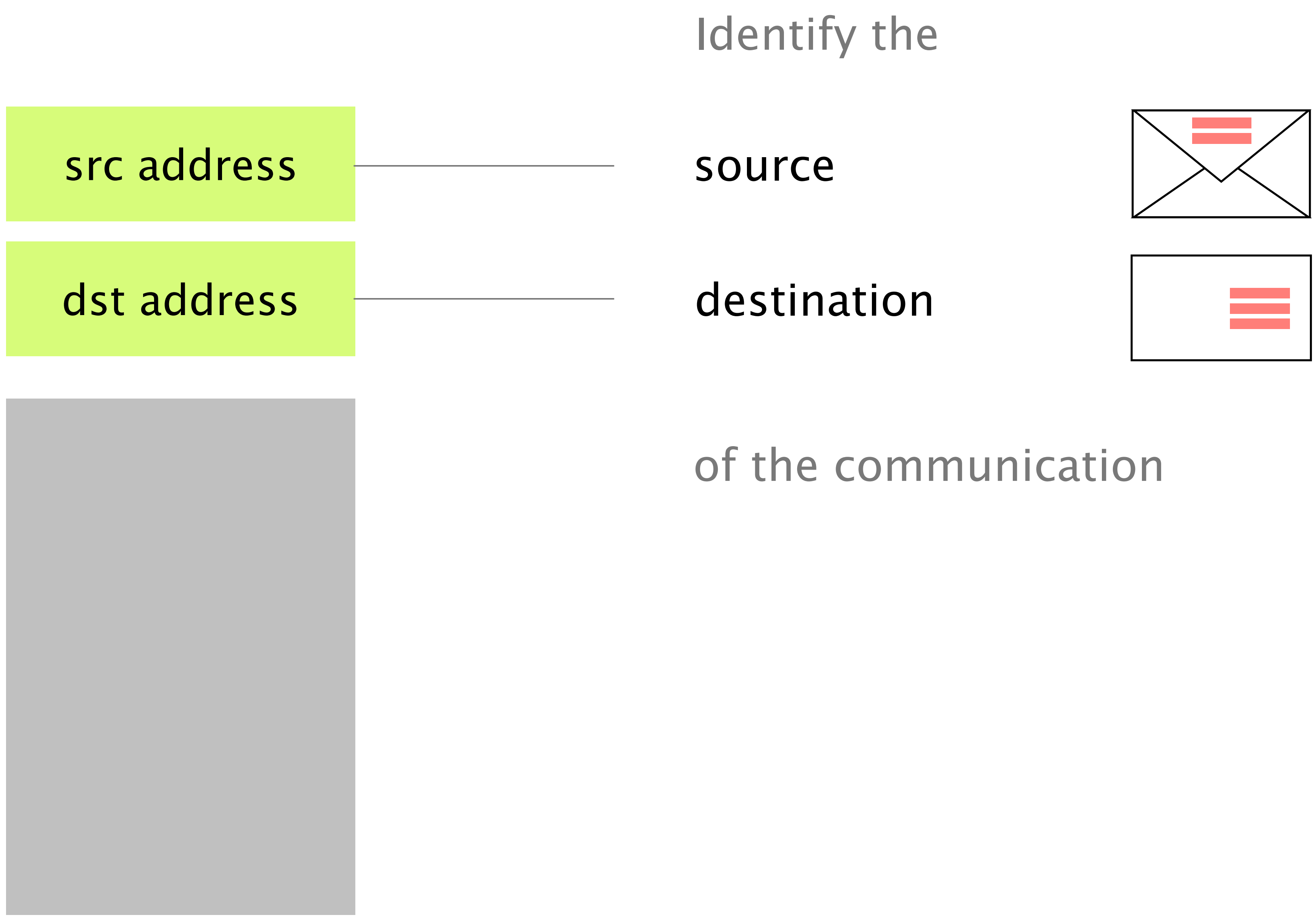


Like an envelope,

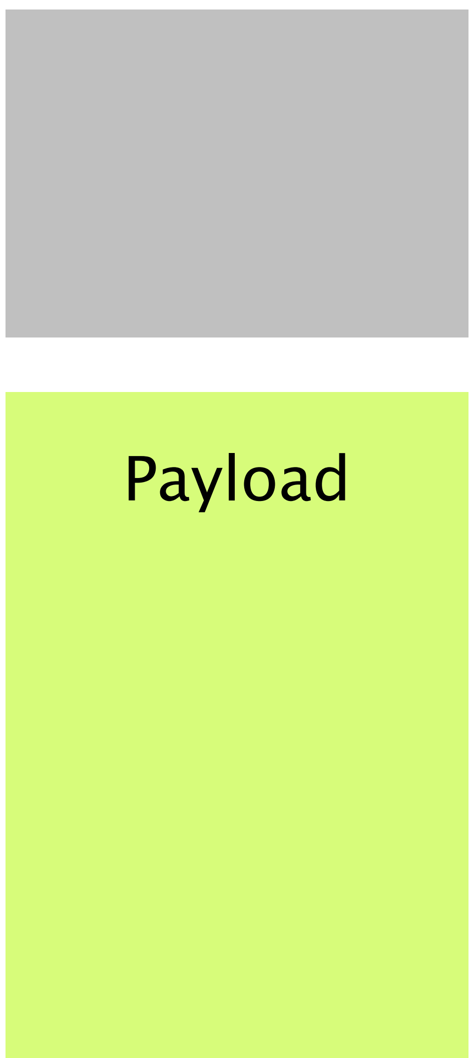
packets have a payload



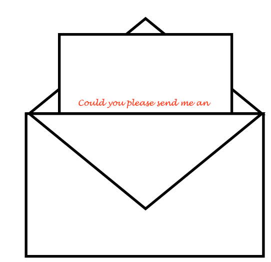
The header contains the metadata needed to forward the packet



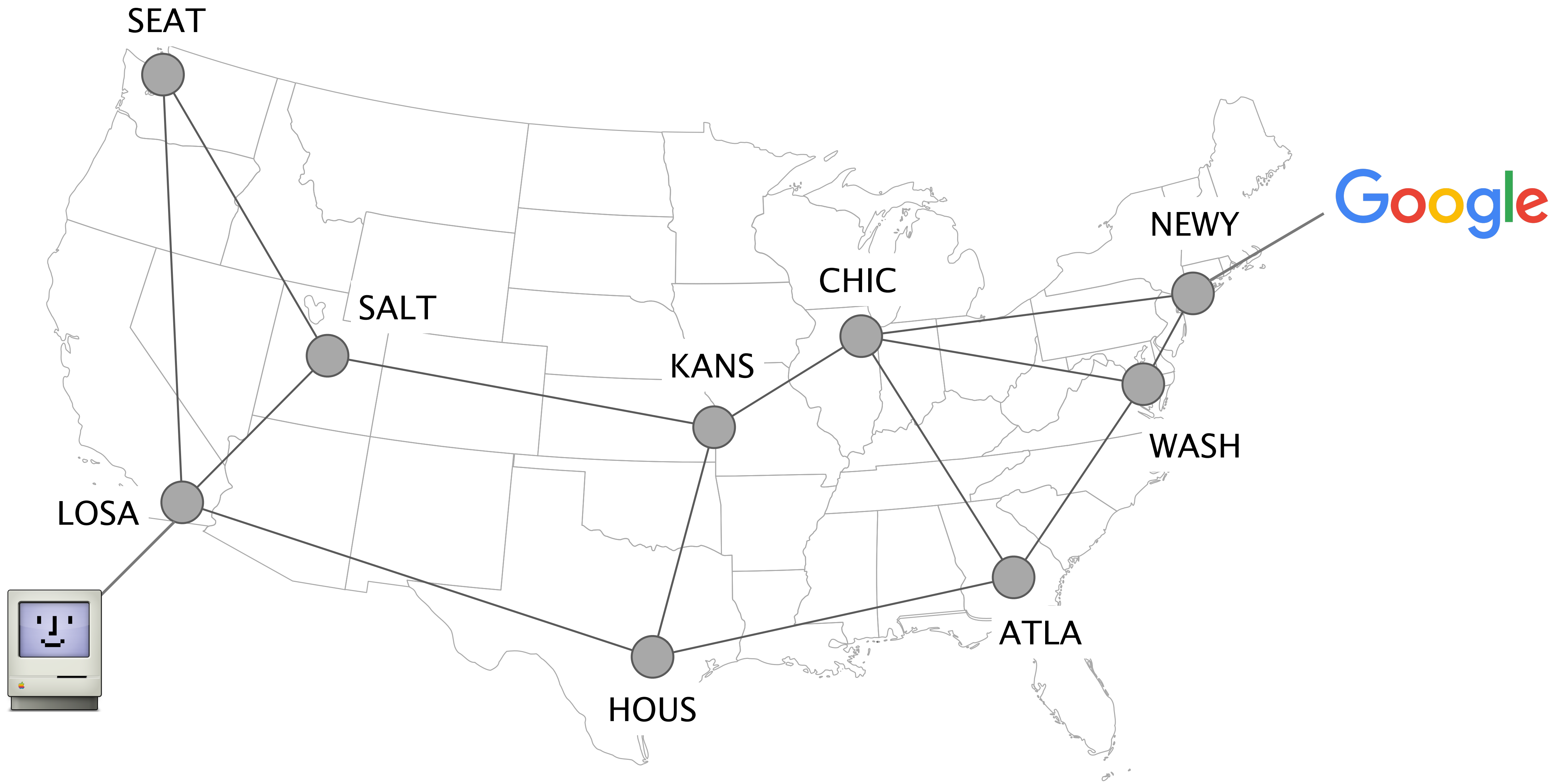
The payload contains the data to be delivered

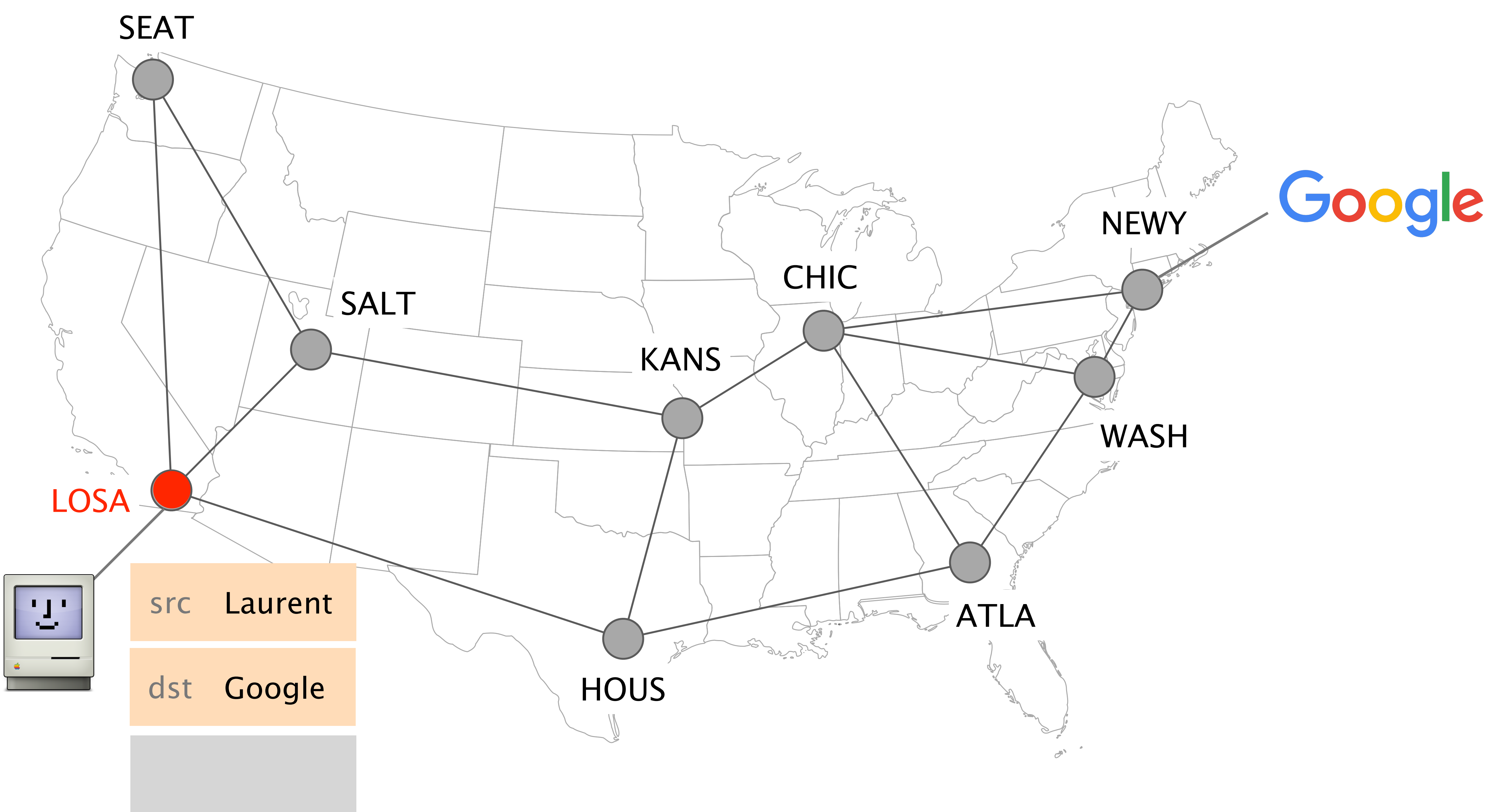


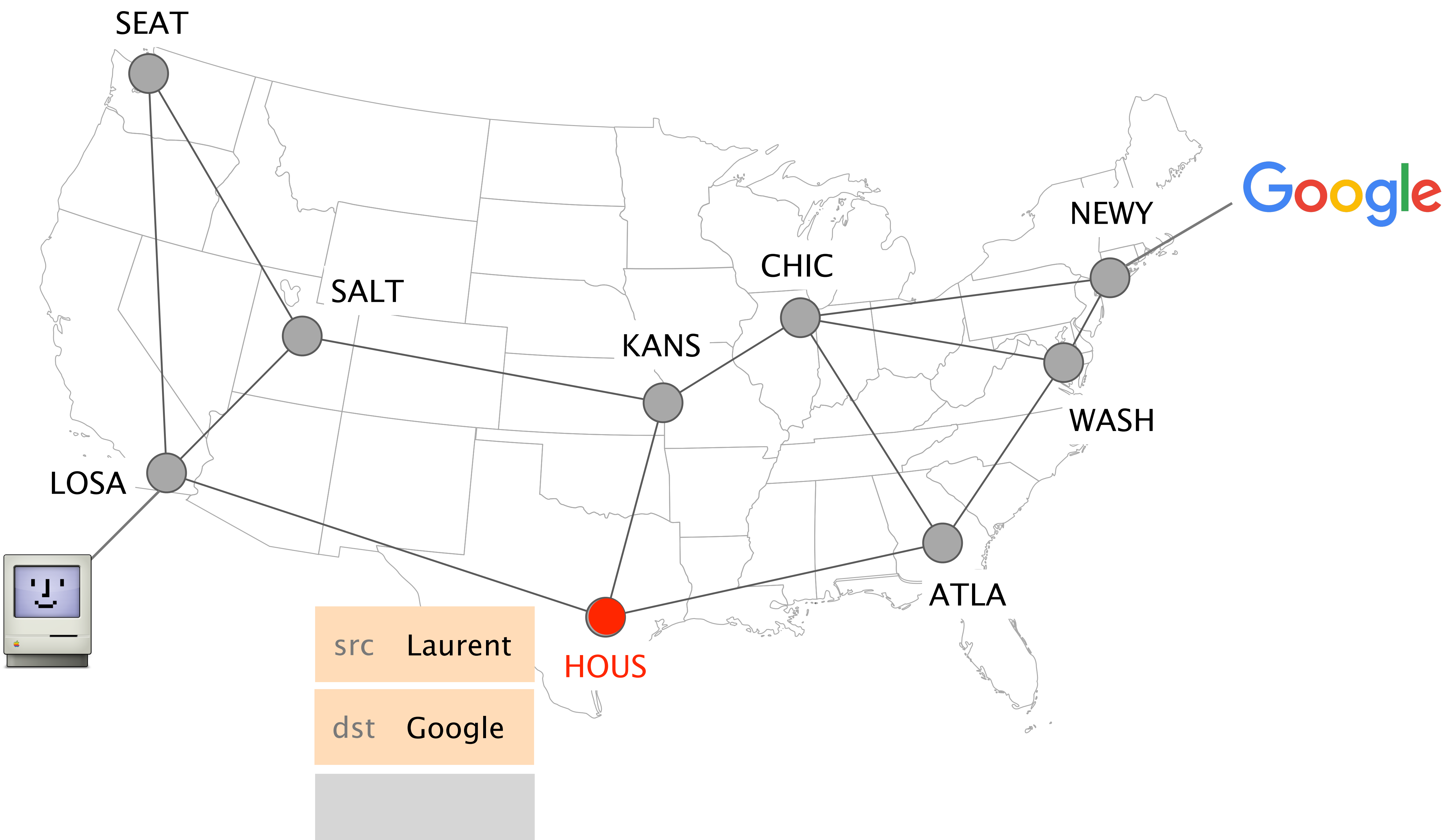

```
<html><head>
<meta http-equiv="content-type" content="text/html; charset=UTF-8">
<title>Google</title>
</head><body>
  <img alt="Google" height=110 src="images/logo.gif" width=276>
  <form action="/search" name=f>
   <input name=hl type=hidden value=en>
   <input name=q size=55 title="Google Search" value="">
   <input name=btnG type=submit value="Google Search">
   <input name=btnI type=submit value="I'm Feeling Lucky">
 </form>
</body></html>
```



Routers forward IP packets **hop-by-hop** towards their destination




SEAT
SALT
KANS
CHIC
NEWY
Google
WASH
LOSA
ATLA
HOUS
src Laurent
dst Google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Google
src Laurent
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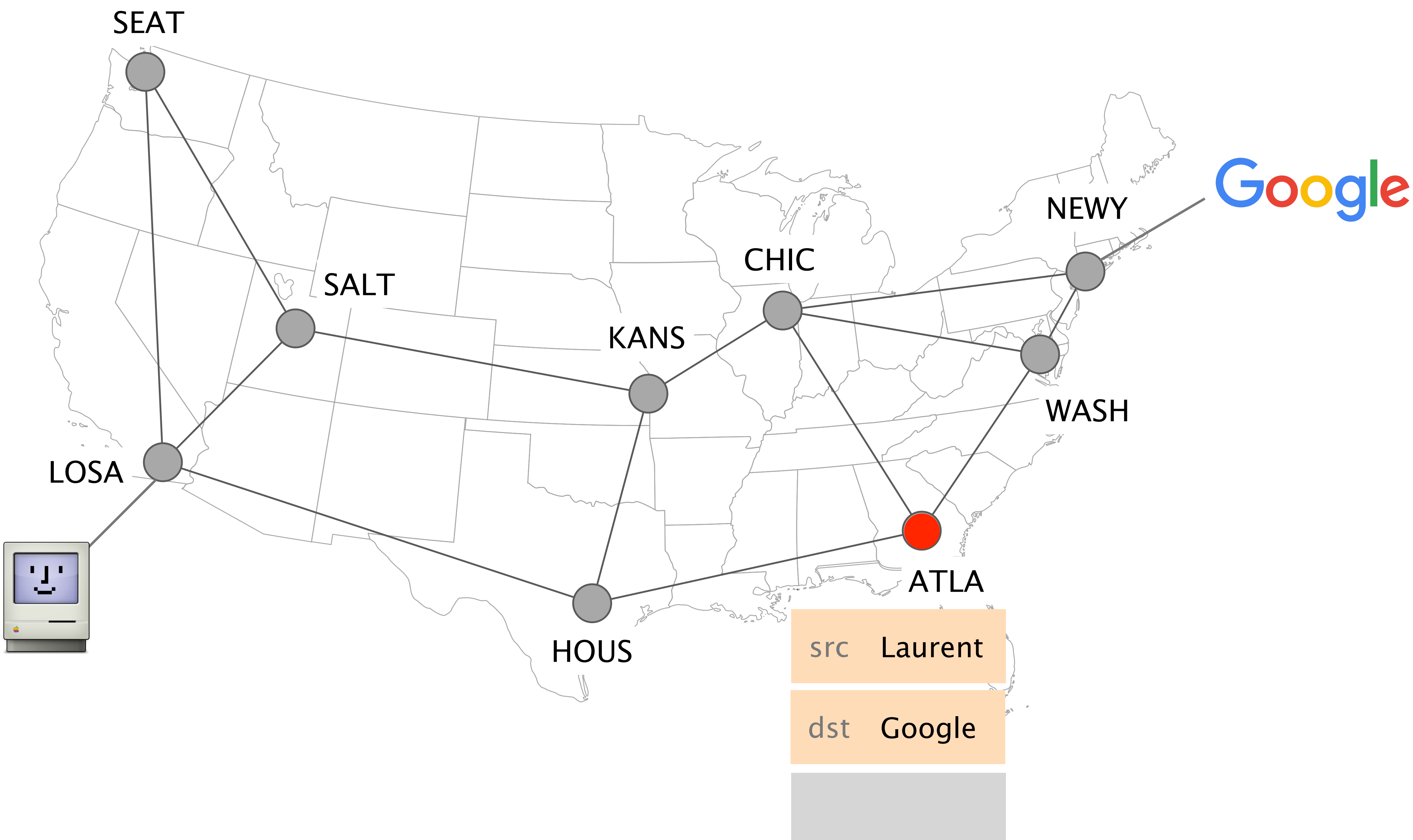
SEAT
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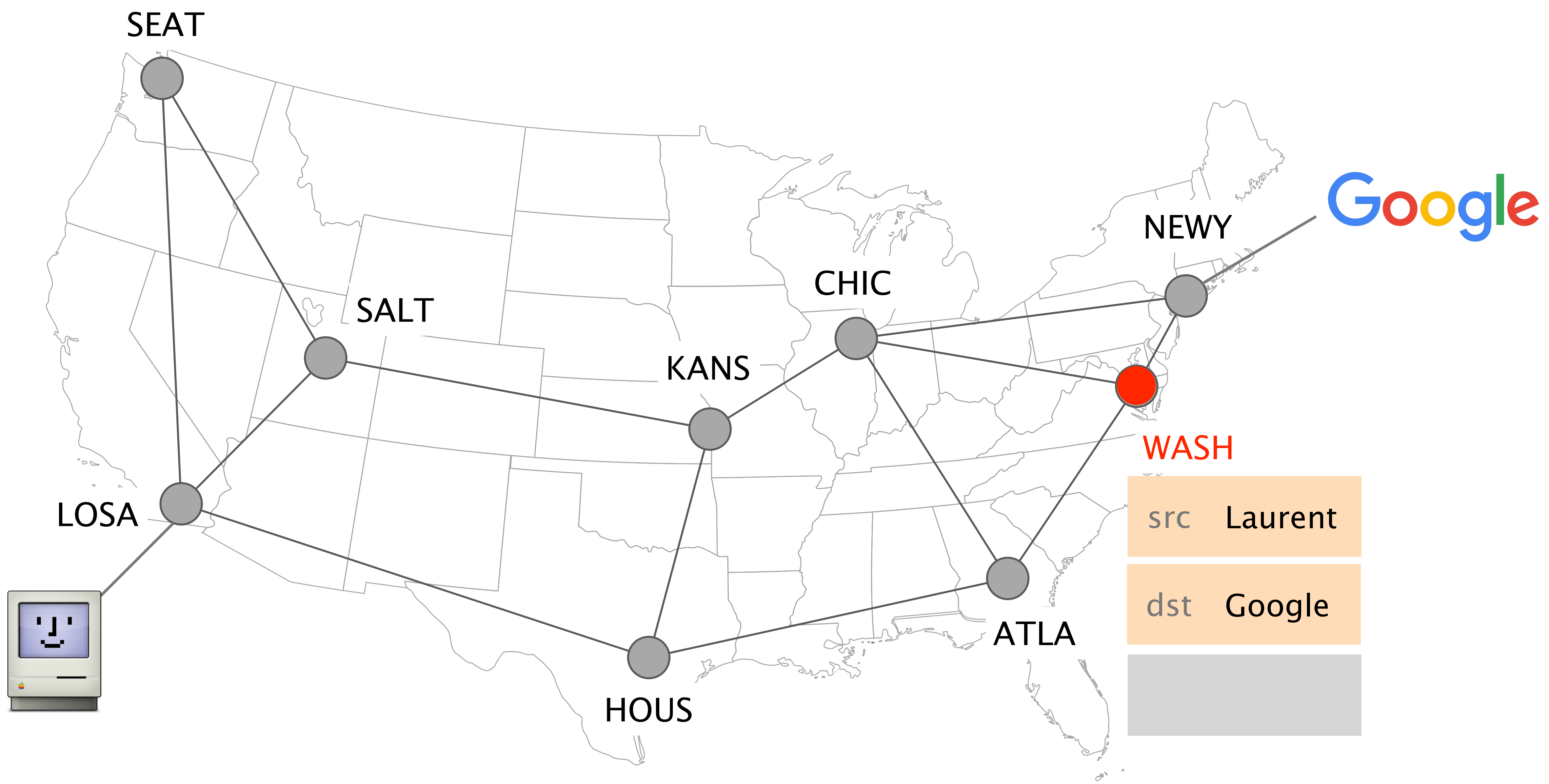
HOUS
ATLA
Google
src Laurent
dst Google


SEAT
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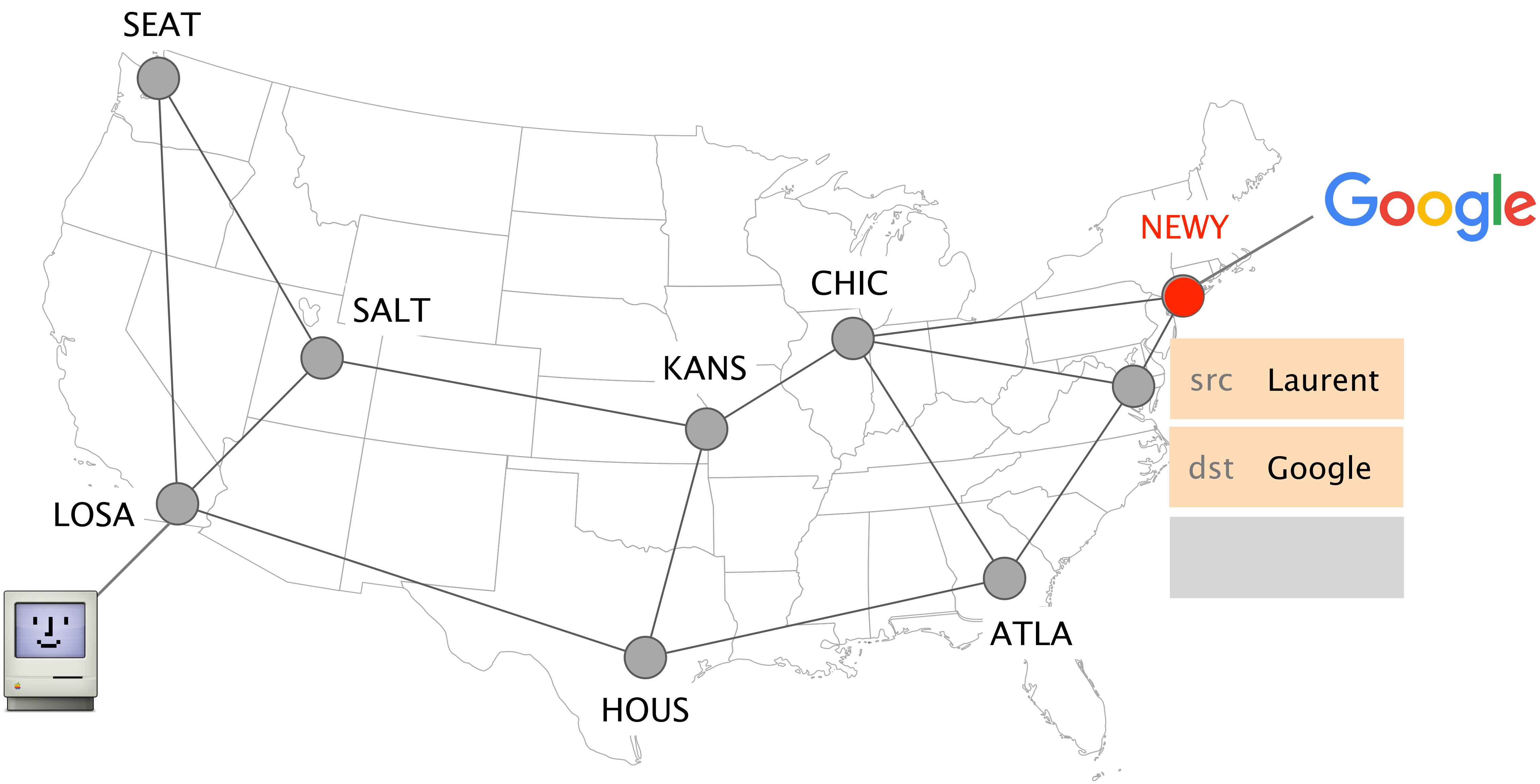
ATLA
src Laurent
dst Google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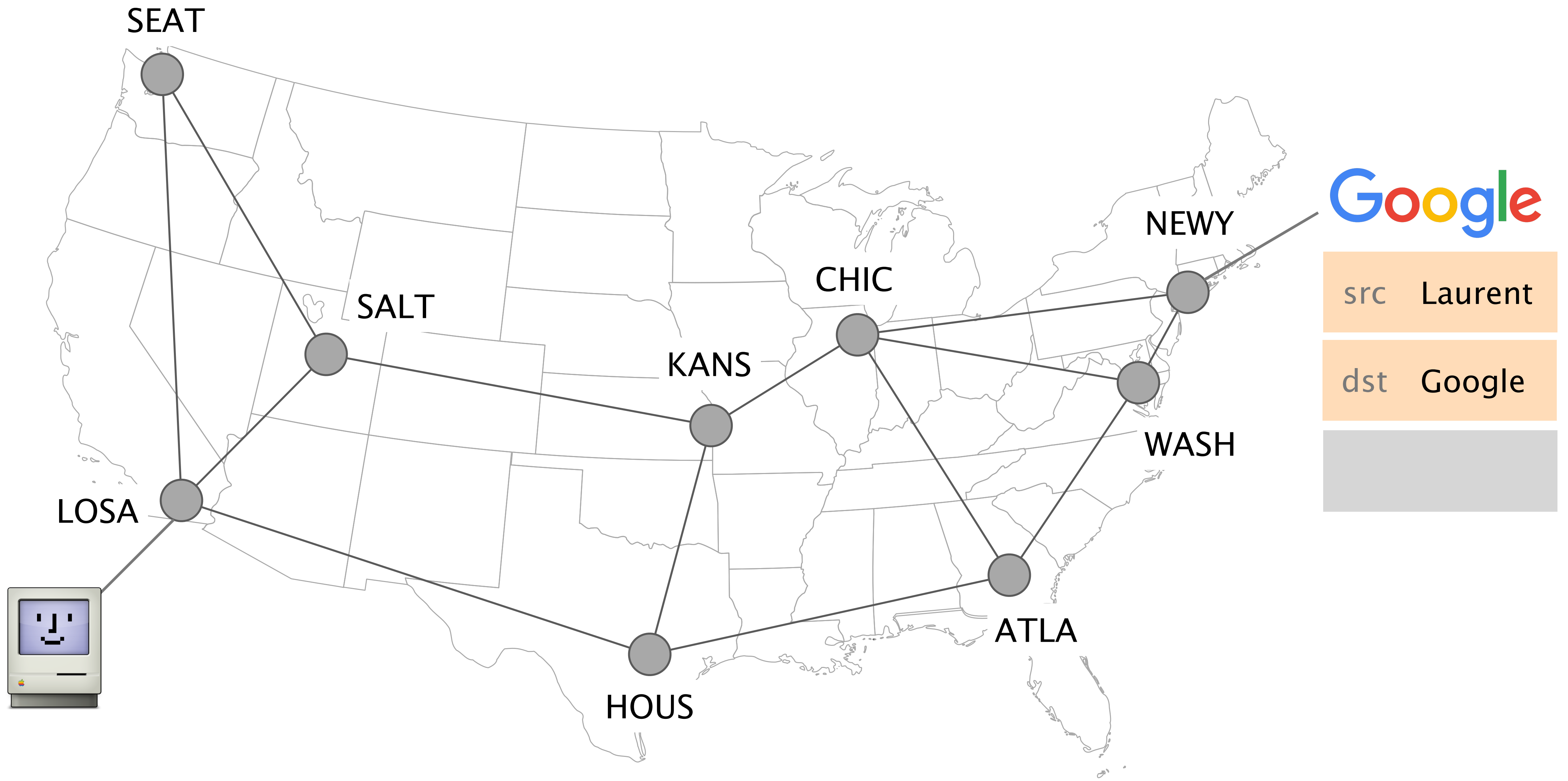
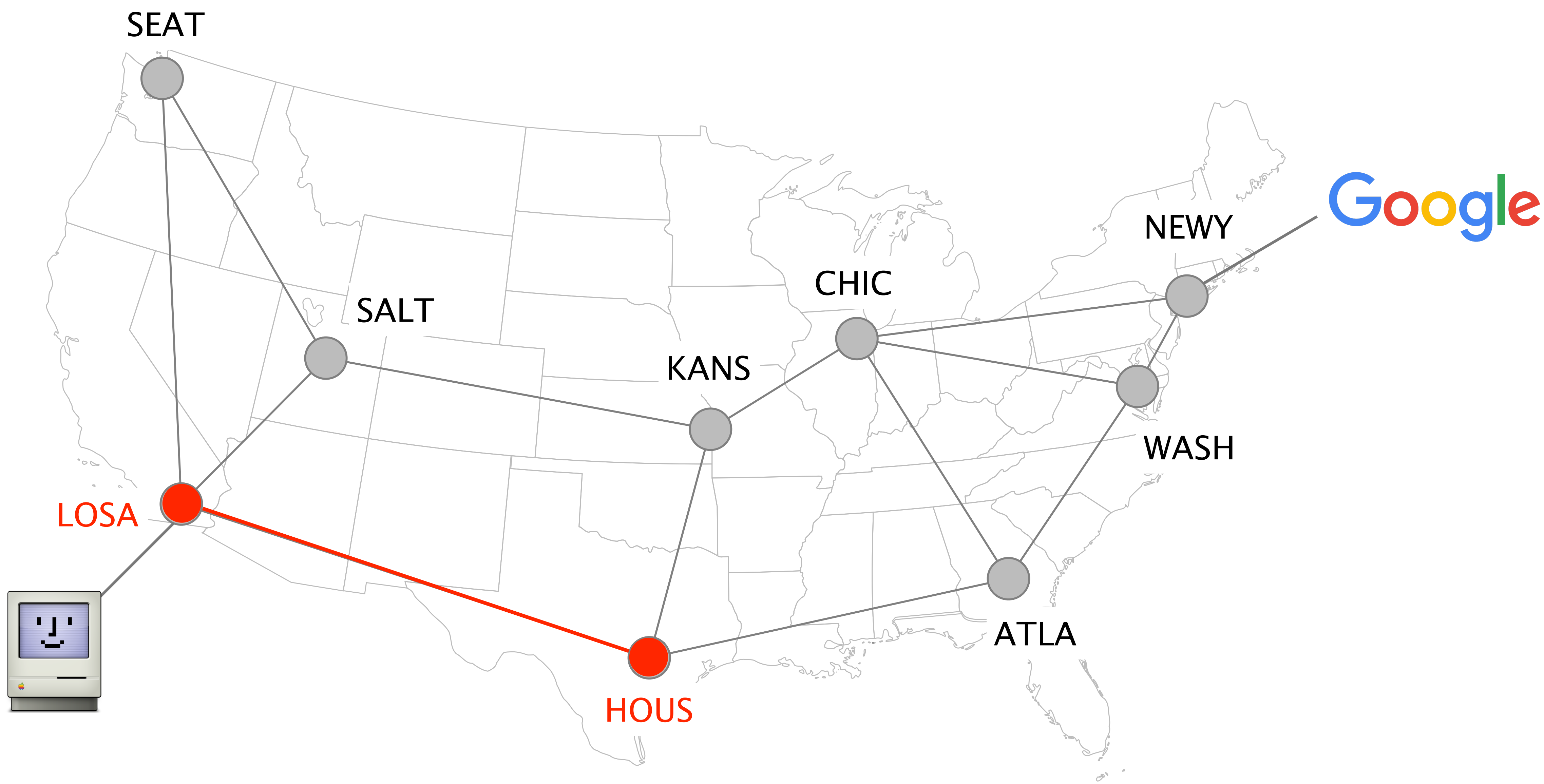
src Laurent
dst Google

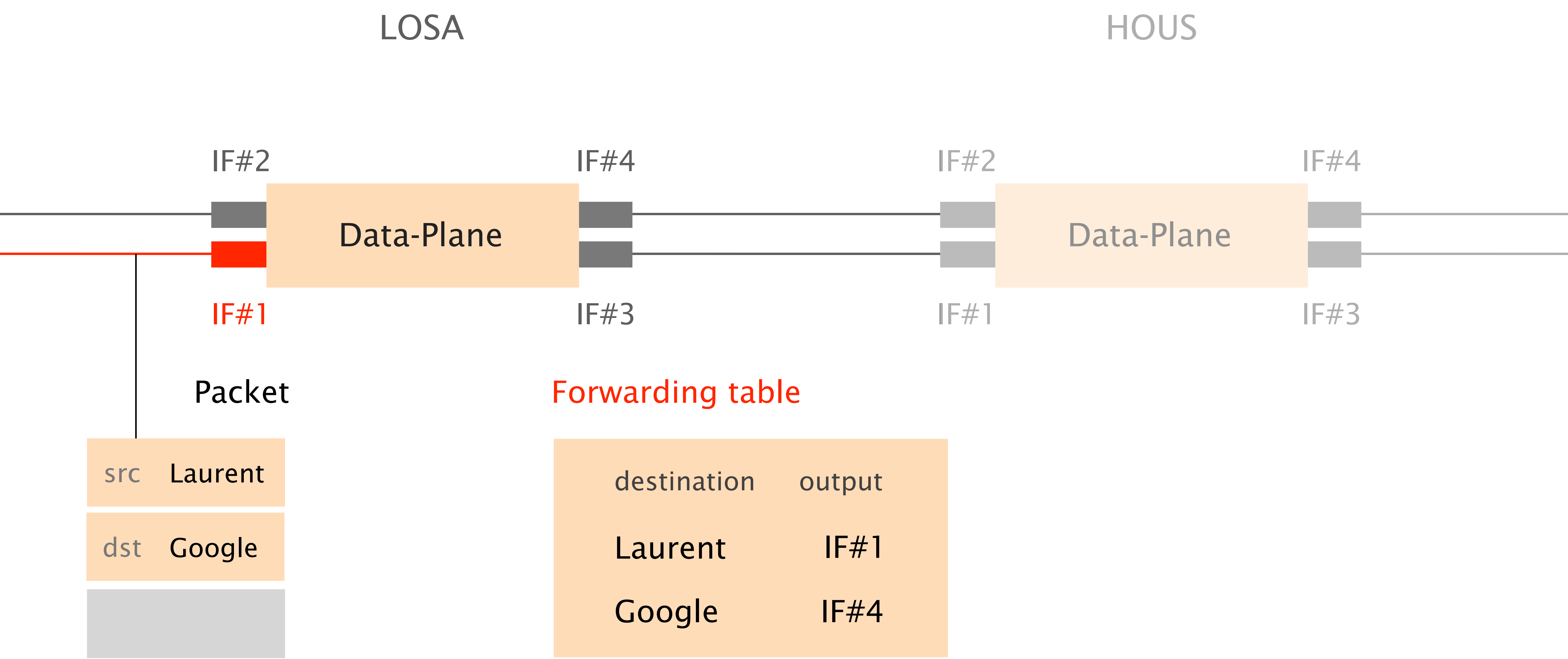

SEAT
SALT
LOSA
KANS
CHIC
NEWY
WASH
HOUS
ATLA
Google
src Laurent
dst Google

Let's zoom in on what is going on between **two adjacent routers**

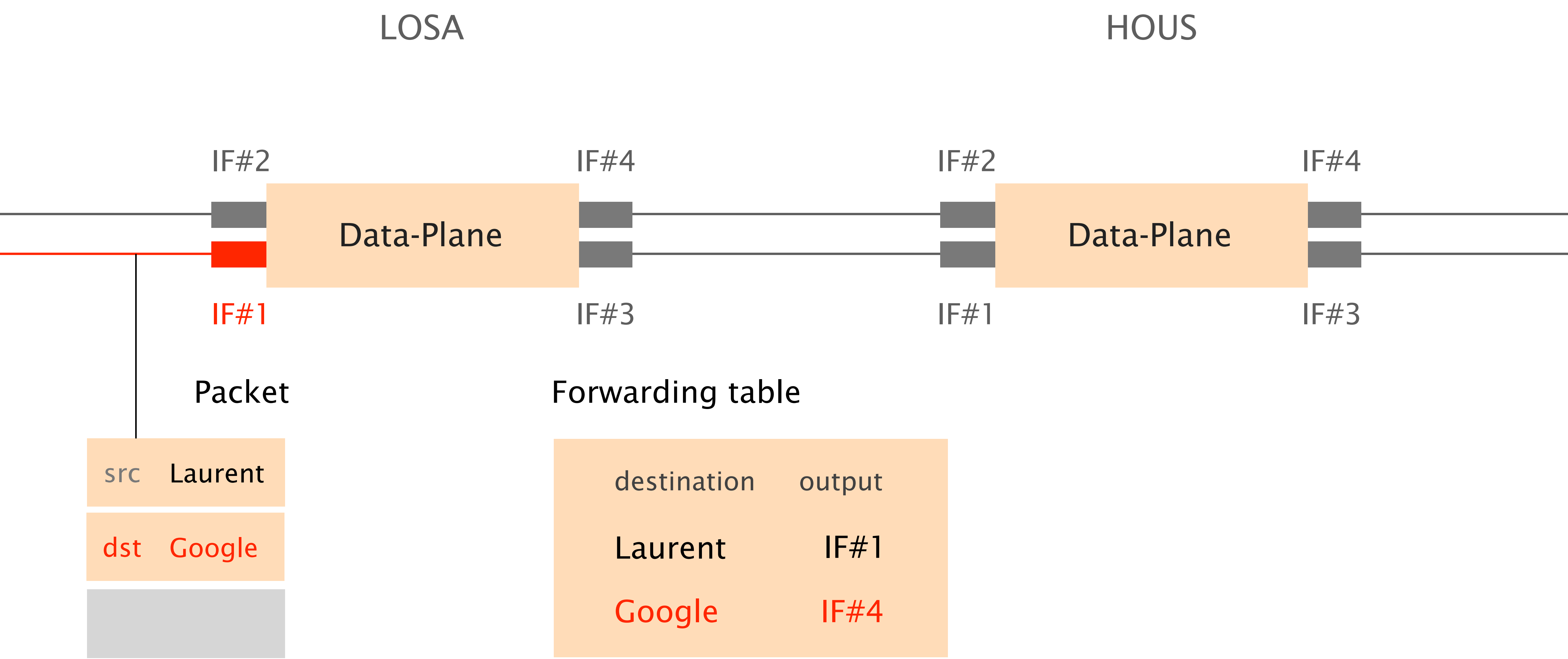


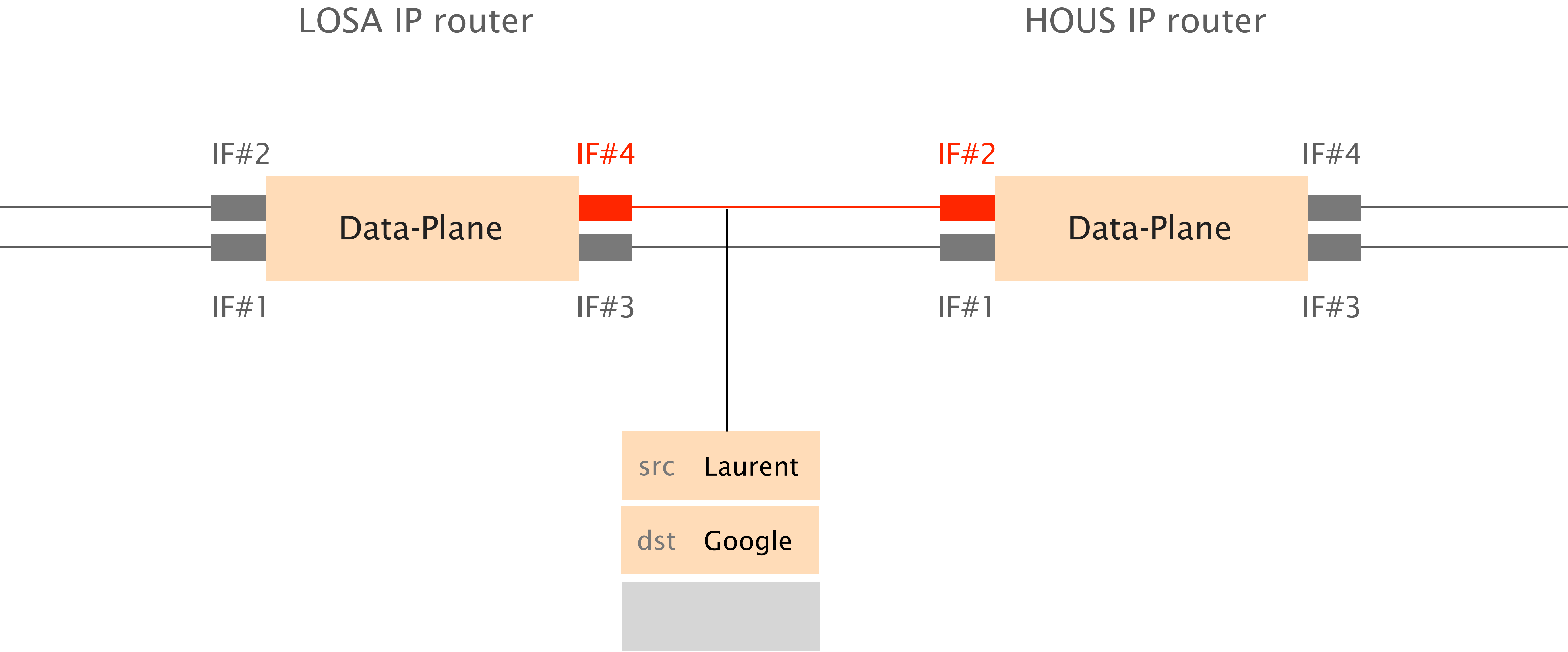

LOSA
HOUS
IF#2
IF#4
IF#2
IF#4
Data-Plane
Data-Plane
IF#1
IF#3
IF#1
IF#3

Upon packet reception, routers locally look up their **forwarding table** to know where to send it next

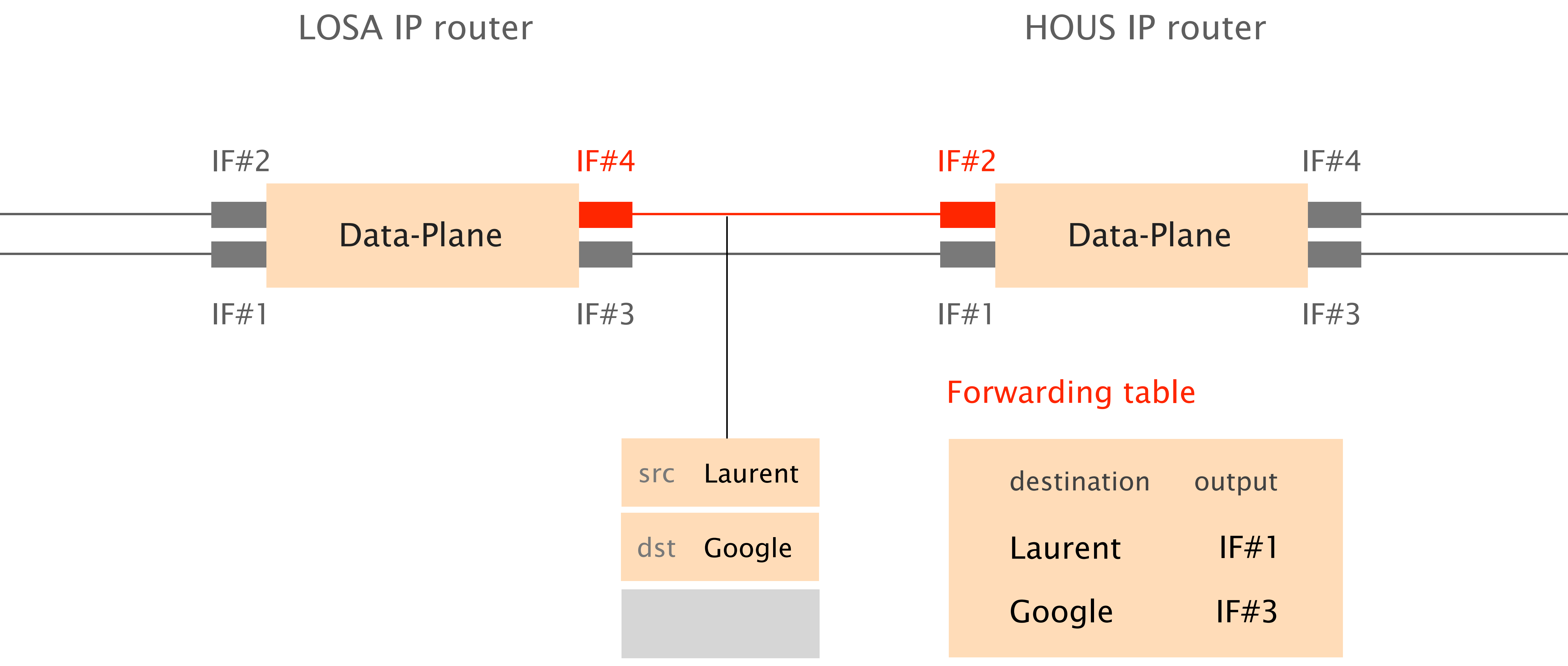


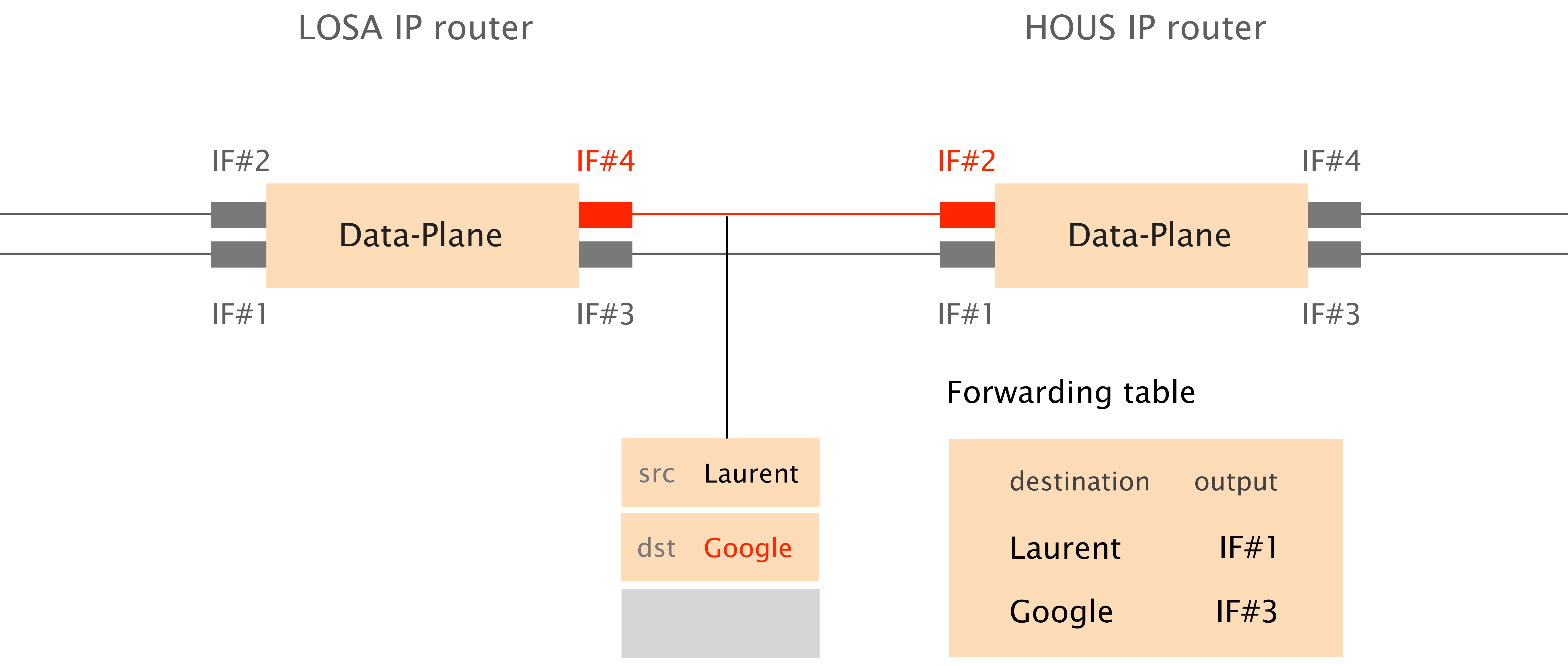
Here, the packet should be directed to IF#4

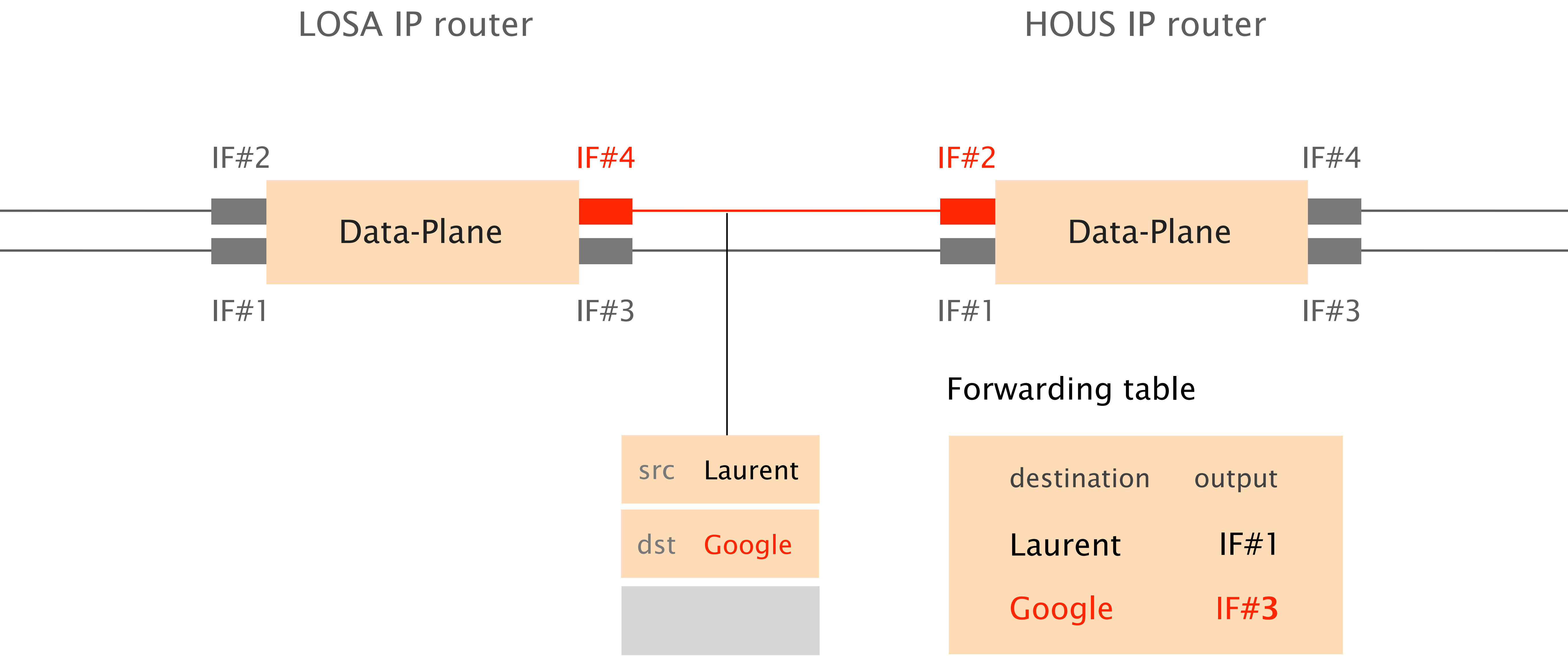



LOSA IP router
HOUS IP router
IF#2
IF#4
IF#2
IF#4
Data-Plane
Data-Plane
IF#1
IF#3
IF#1
IF#3
src Laurent
dst Google

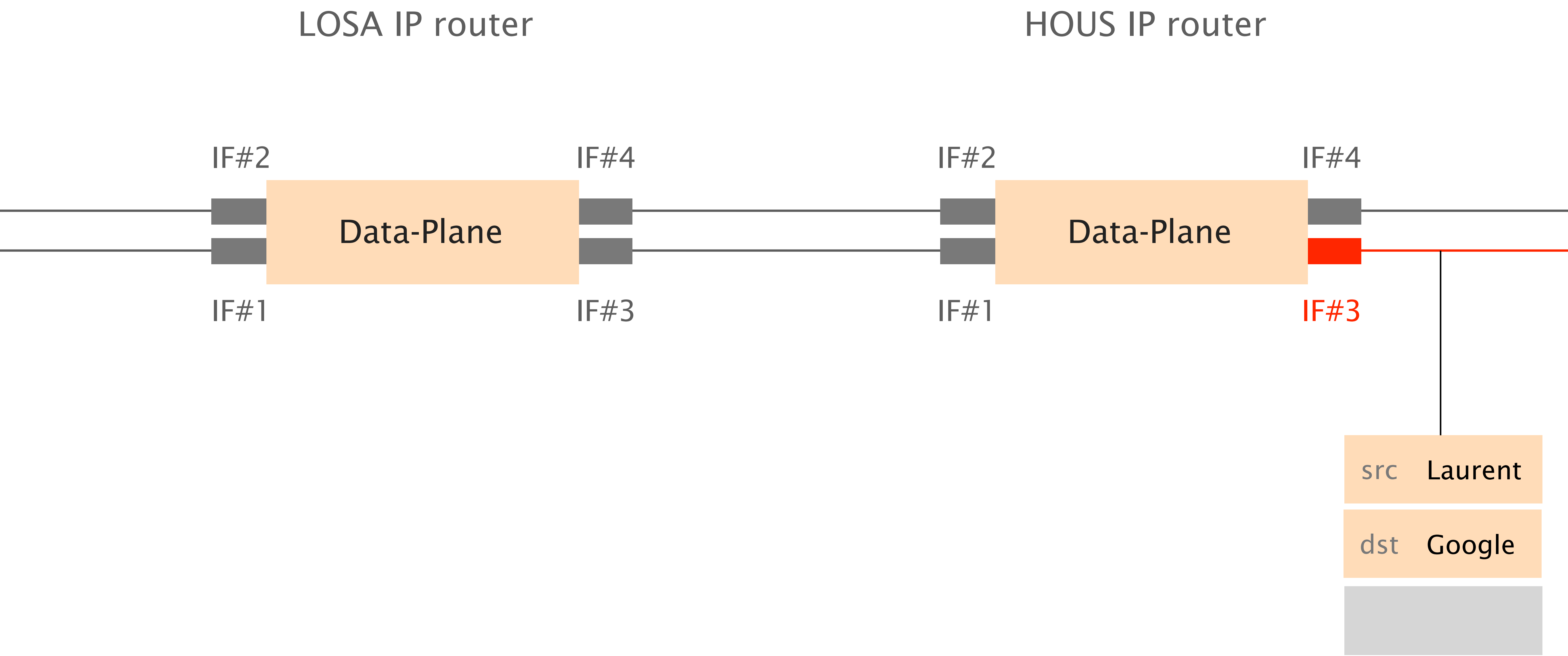
Forwarding is repeated at each router, until the destination is reached




LOSA IP router
HOUS IP router
IF#2
IF#4
IF#2
IF#4
Data-Plane
Data-Plane
IF#1
IF#3
IF#1
IF#3
Forwarding table
src Laurent
dst Google
destination output
Laurent IF#1
Google IF#3



LOSA IP router
HOUS IP router
IF#2
IF#4
IF#2
IF#4
Data-Plane
Data-Plane
IF#1
IF#3
IF#1
IF#3
Forwarding table
src Laurent
dst Google
destination output
Laurent IF#1
Google IF#3



LOSA IP router
HOUS IP router
IF#2
IF#4
Data-Plane
IF#1
IF#3
IF#2
IF#4
Data-Plane
IF#1
IF#3
src Laurent
dst Google

Forwarding decisions necessarily depend on the destination, but can also depend on other criteria

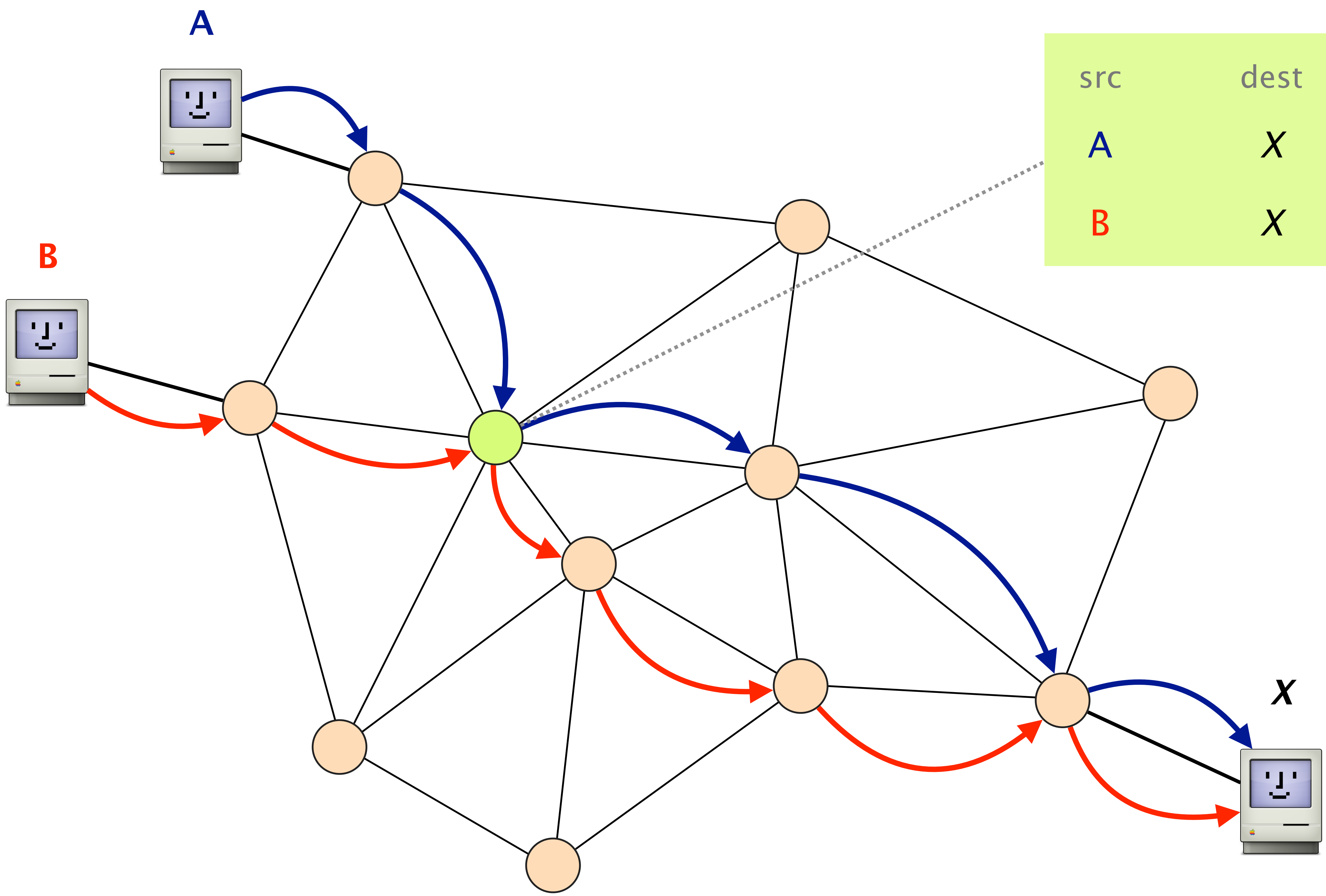
criteria		
	destination	mandatory (why?)
	source	requires n^2 state
	input port	traffic engineering
	+any other header	

destination

source

Let's compare these two

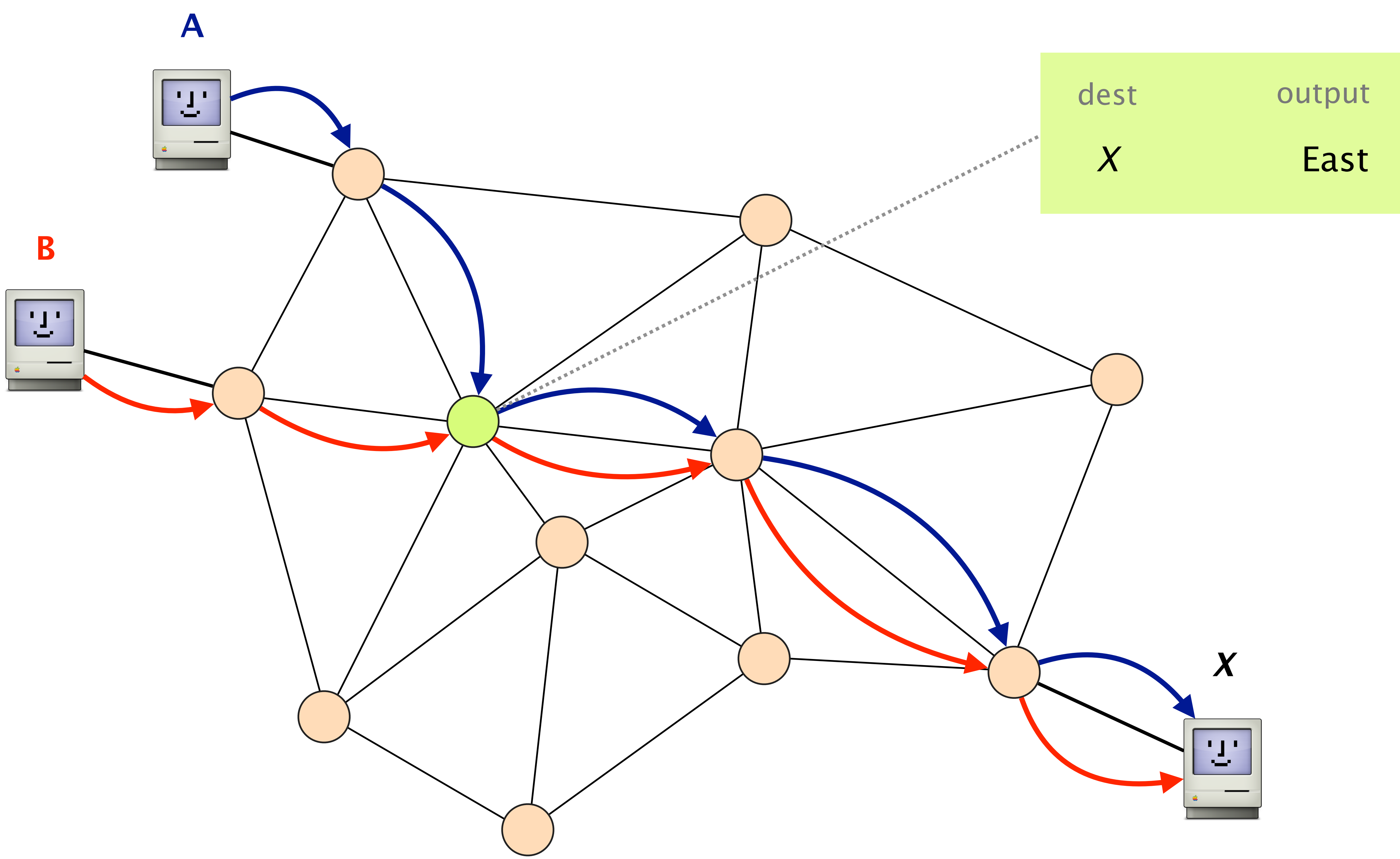
With **source- & destination-based routing**, paths from different sources can differ



src	dest	output
A	*X*	East
B	*X*	South-East

With **destination-based routing**,

paths from different source coincide once they overlap



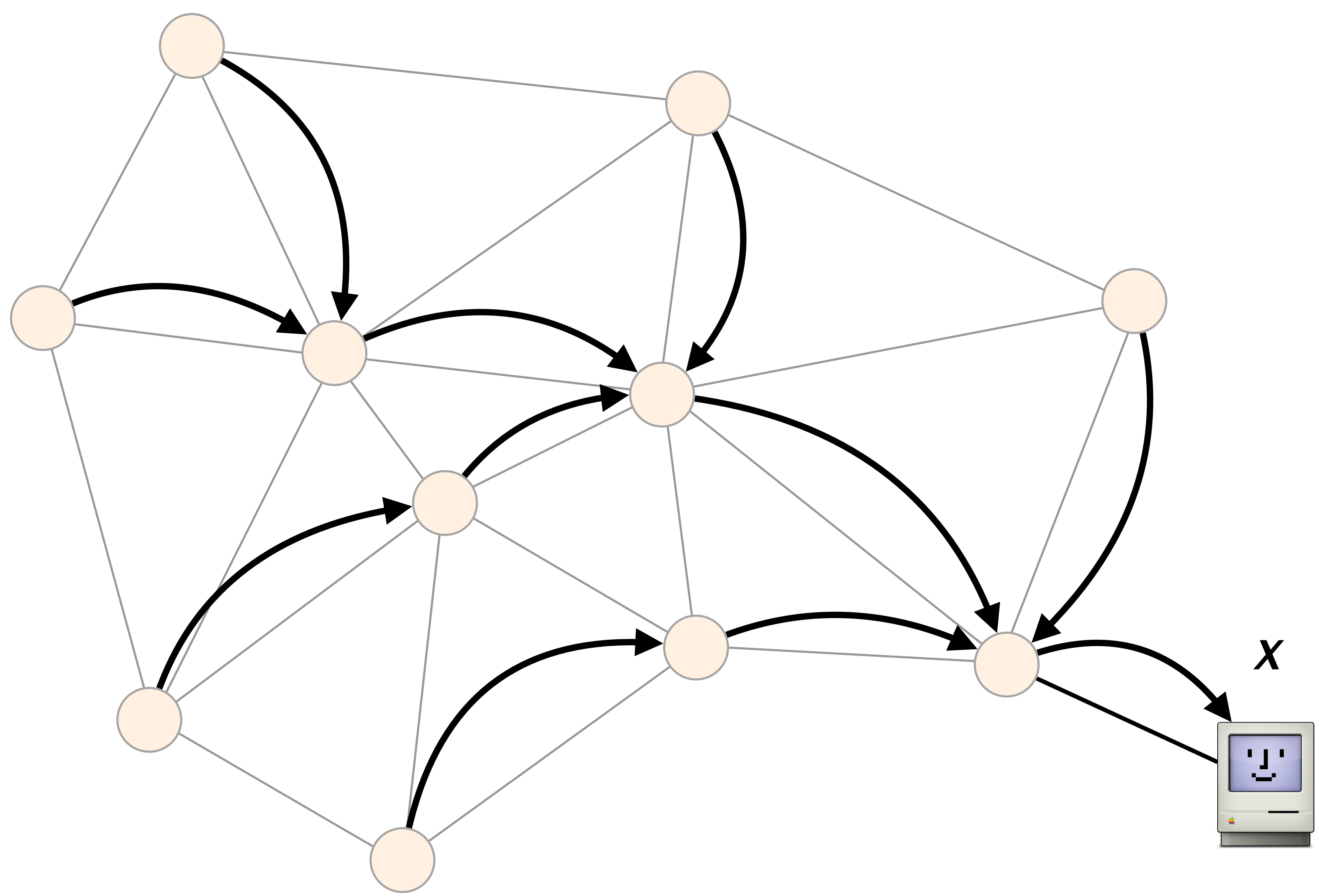
Once path to destination meet,
they will *never* split

Set of paths to the destination

produce a **spanning tree** rooted at the destination:

- cover every router exactly once
- only one outgoing arrow at each router

Here is an example of a spanning tree for destination *X*

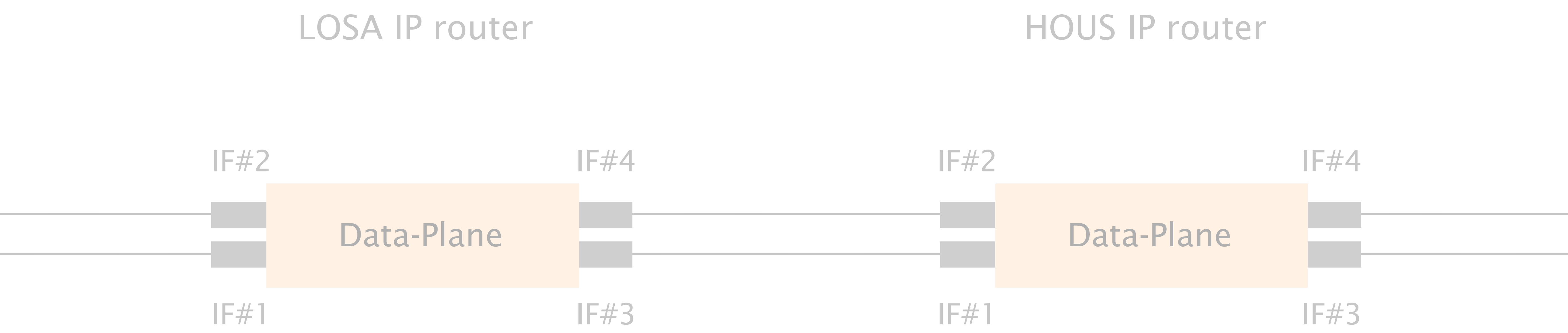


In the rest of the lecture,

we'll consider destination-based routing

the default in the Internet

Where are these forwarding tables coming from?



Forwarding table

destination	output
Laurent	IF#1
Google	IF#4

Forwarding table

destination	output
Laurent	IF#1
Google	IF#3

Data-Plane
Data-Plane

In addition to **a data-plane**,
routers are also equipped with **a control-plane**

Think of the control-plane as the router's brain

Roles

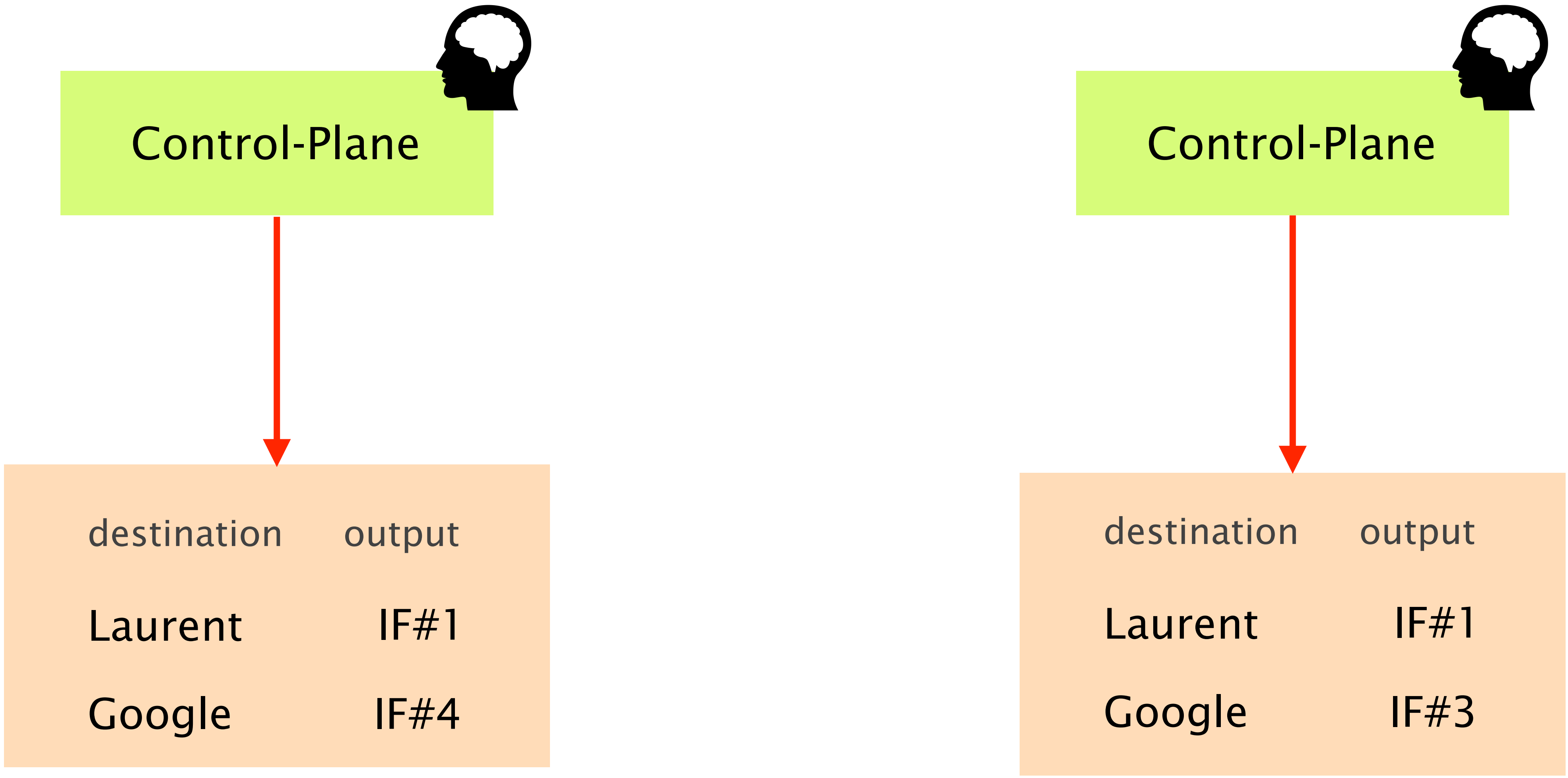
Routing

Configuration

Statistics

...

Routing is the control-plane process that **computes** and **populates** the forwarding tables



While forwarding is a *local* process,
routing is inherently a *global* process

How can a router know
where to direct packets
if it does not know what
the network looks like?

Forwarding *vs* Routing

summary

	forwarding	routing
goal	directing packet to an outgoing link	computing the paths packets will follow
scope	local	network-wide
implem.	hardware usually	software usually
timescale	nanoseconds	milliseconds (hopefully)

The goal of routing is to compute
valid global forwarding state

Definition   a global forwarding state is valid if

it always delivers packets
to the correct destination

sufficient and necessary condition

Theorem

a global forwarding state is valid if and only if

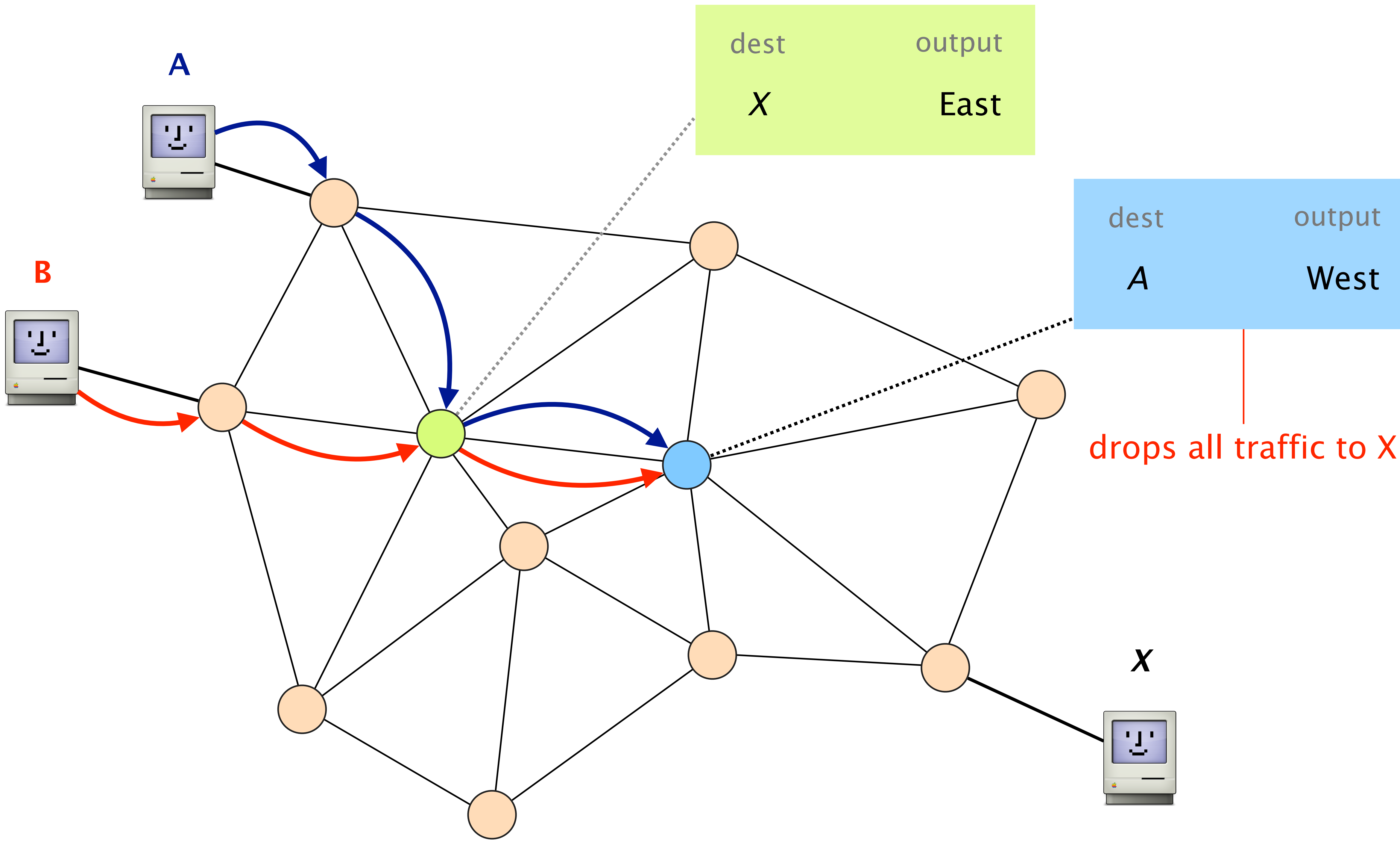
- there are no dead ends

  no outgoing port defined in the table

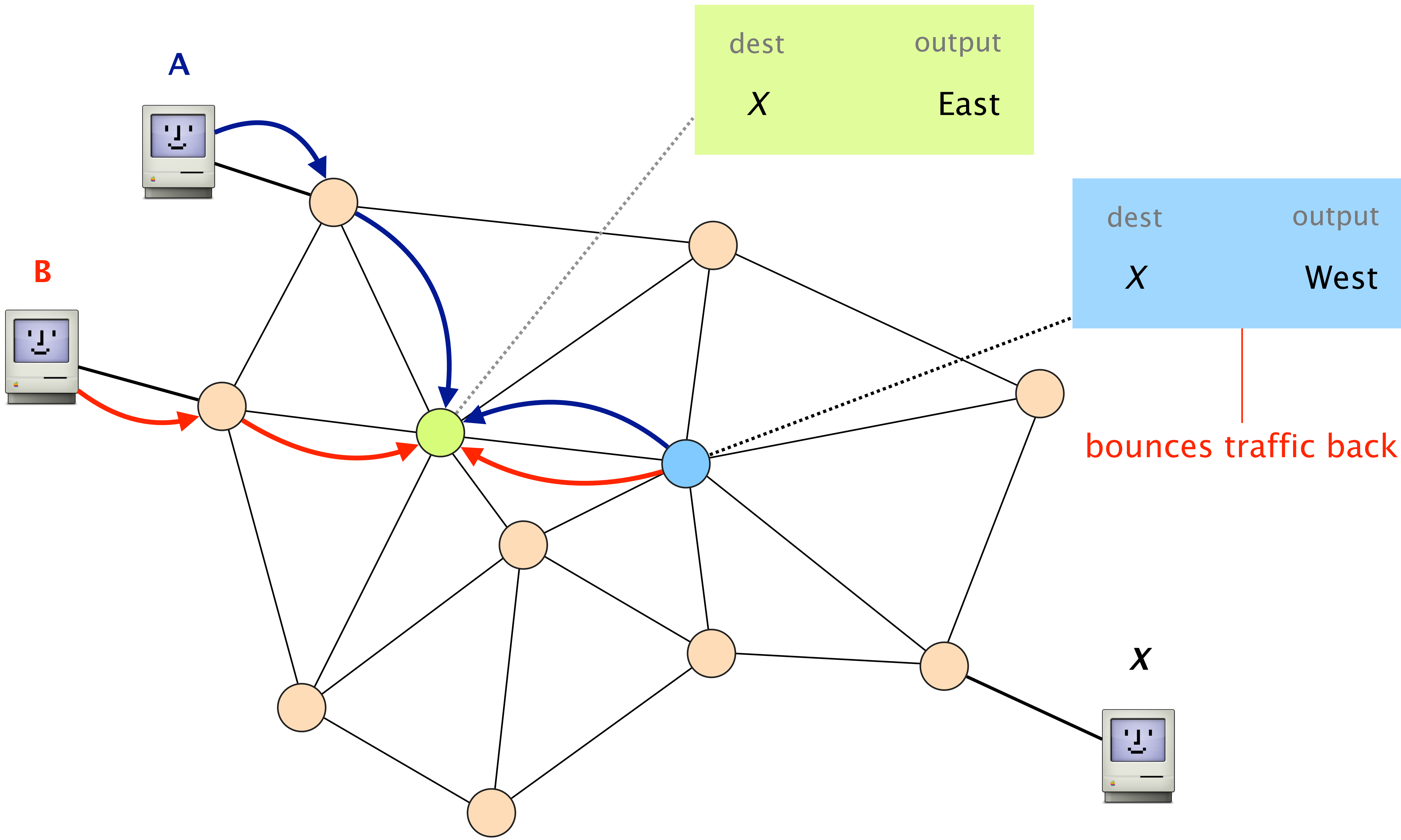
- there are no loops

  packets going around the same set of nodes

A global forwarding state is valid if and only if there are no dead ends



A global forwarding state is valid if and only if there are no forwarding loops



question 1	How do we verify that a forwarding state is valid?
question 2	How do we compute valid forwarding state?

question 1 How do we verify that a forwarding state is valid?

How do we compute valid forwarding state?

Verifying that a routing state is valid is easy

simple algorithm

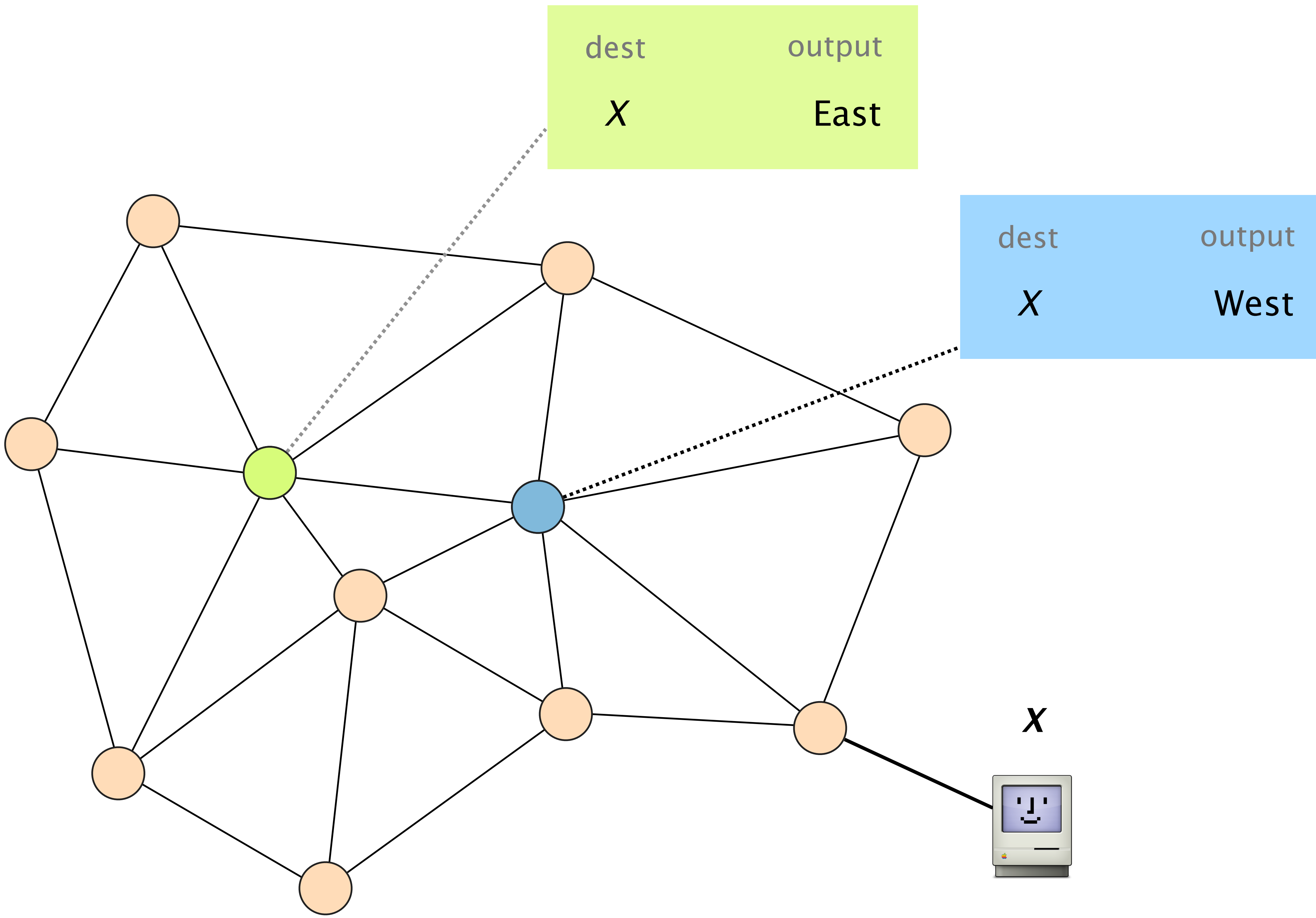
for one destination

Mark all outgoing ports with an arrow

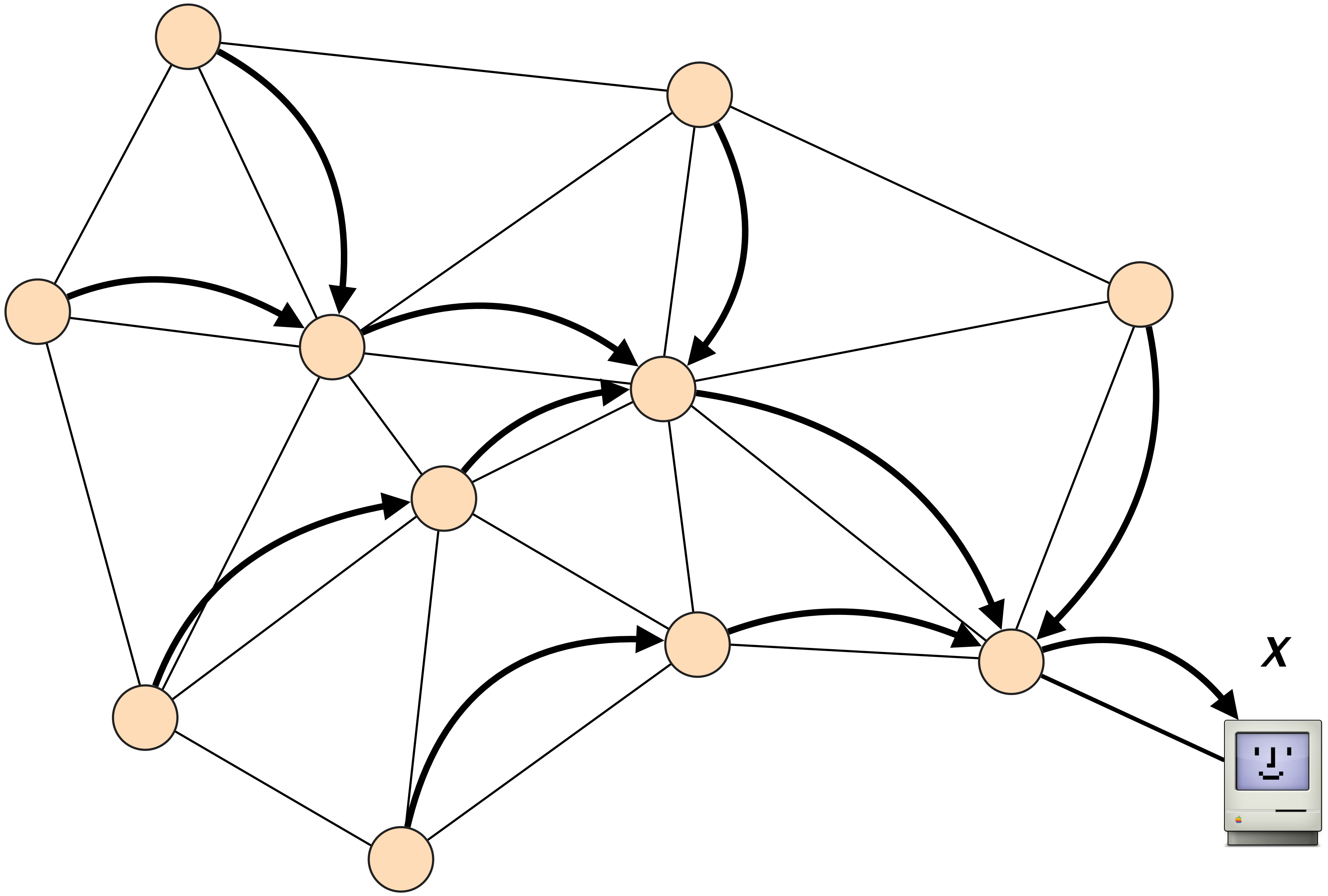
Eliminate all links with no arrow

State is valid *iff* the remaining graph is a spanning-tree

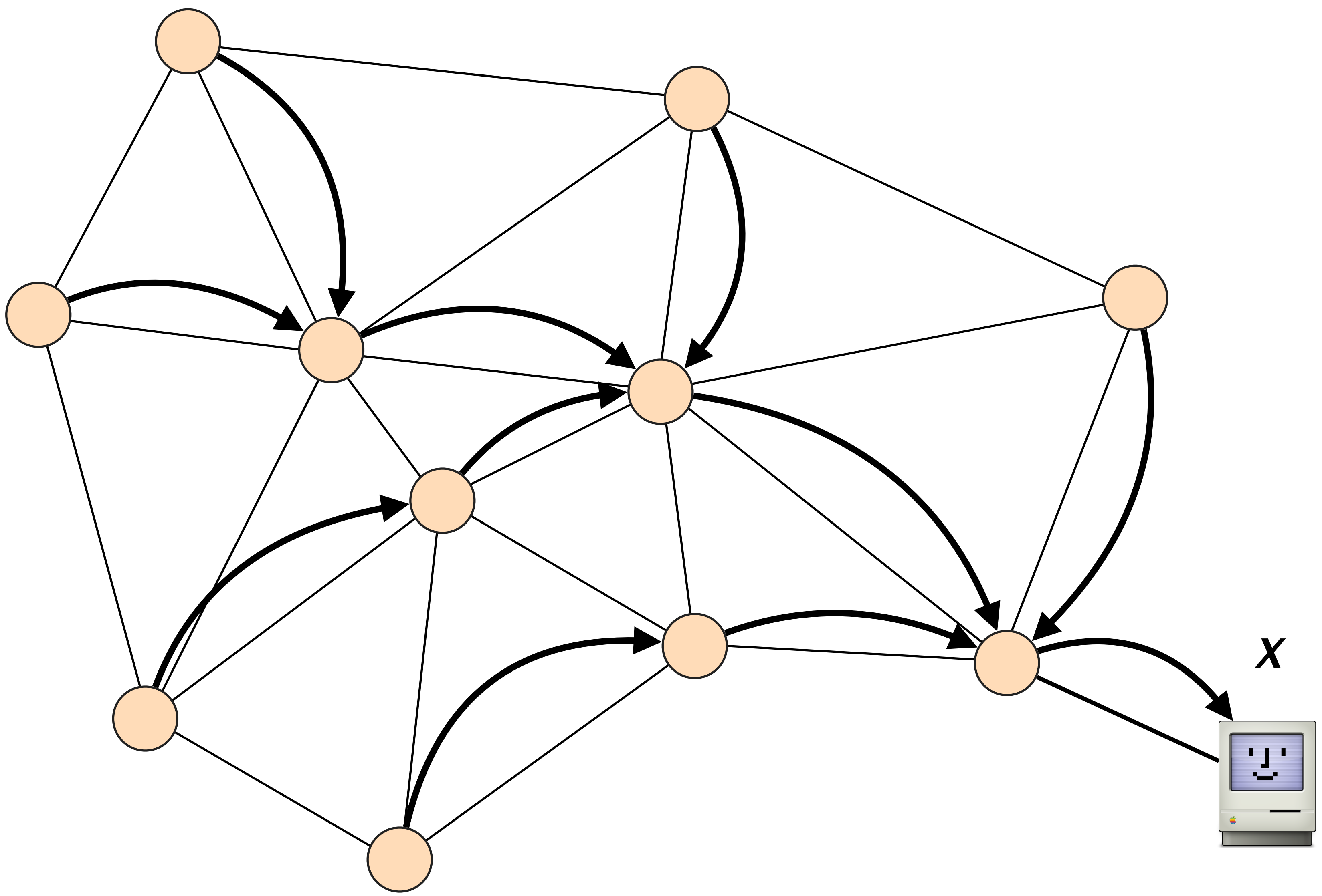
Given a graph with the corresponding forwarding state

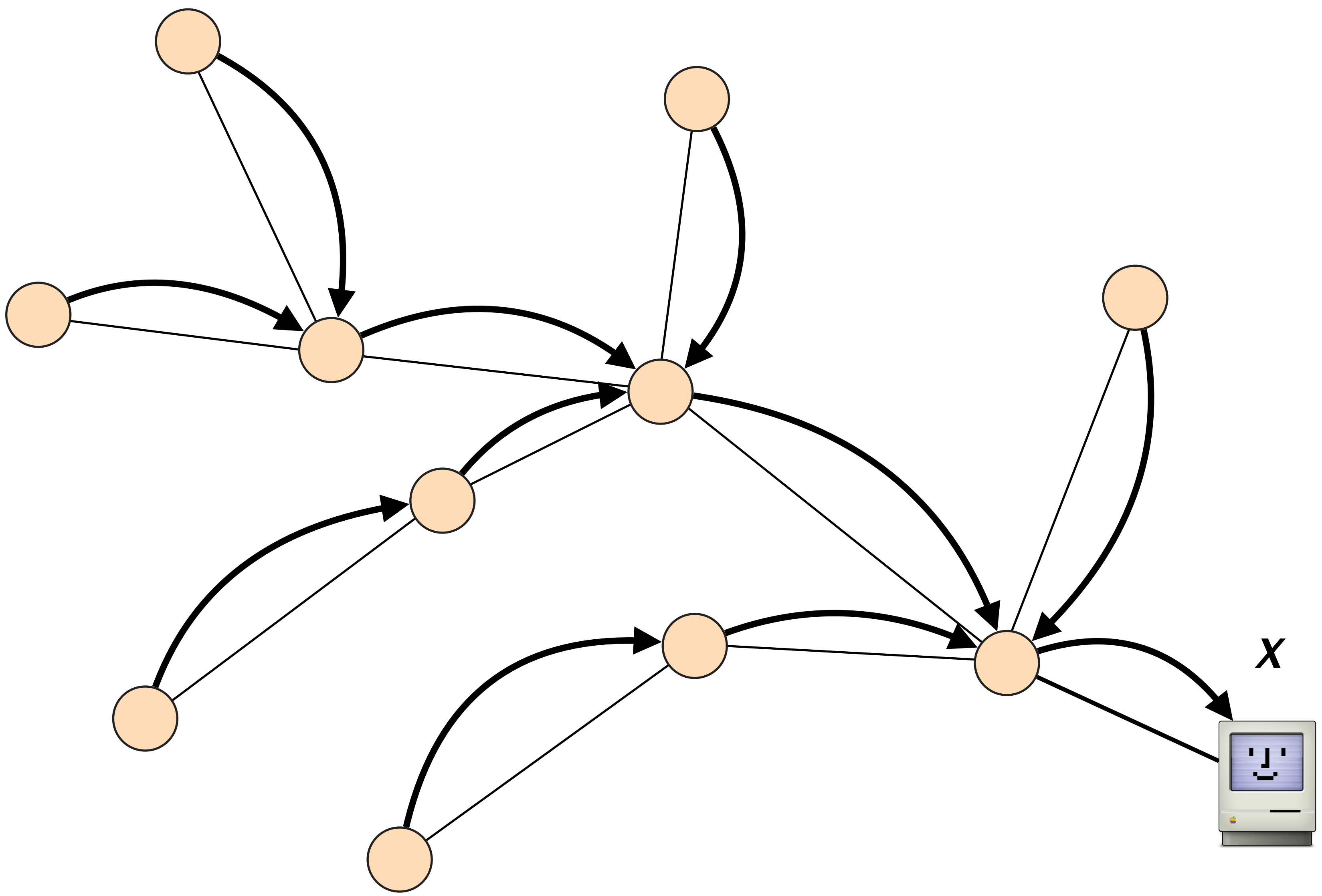


Mark all outgoing ports with an arrow



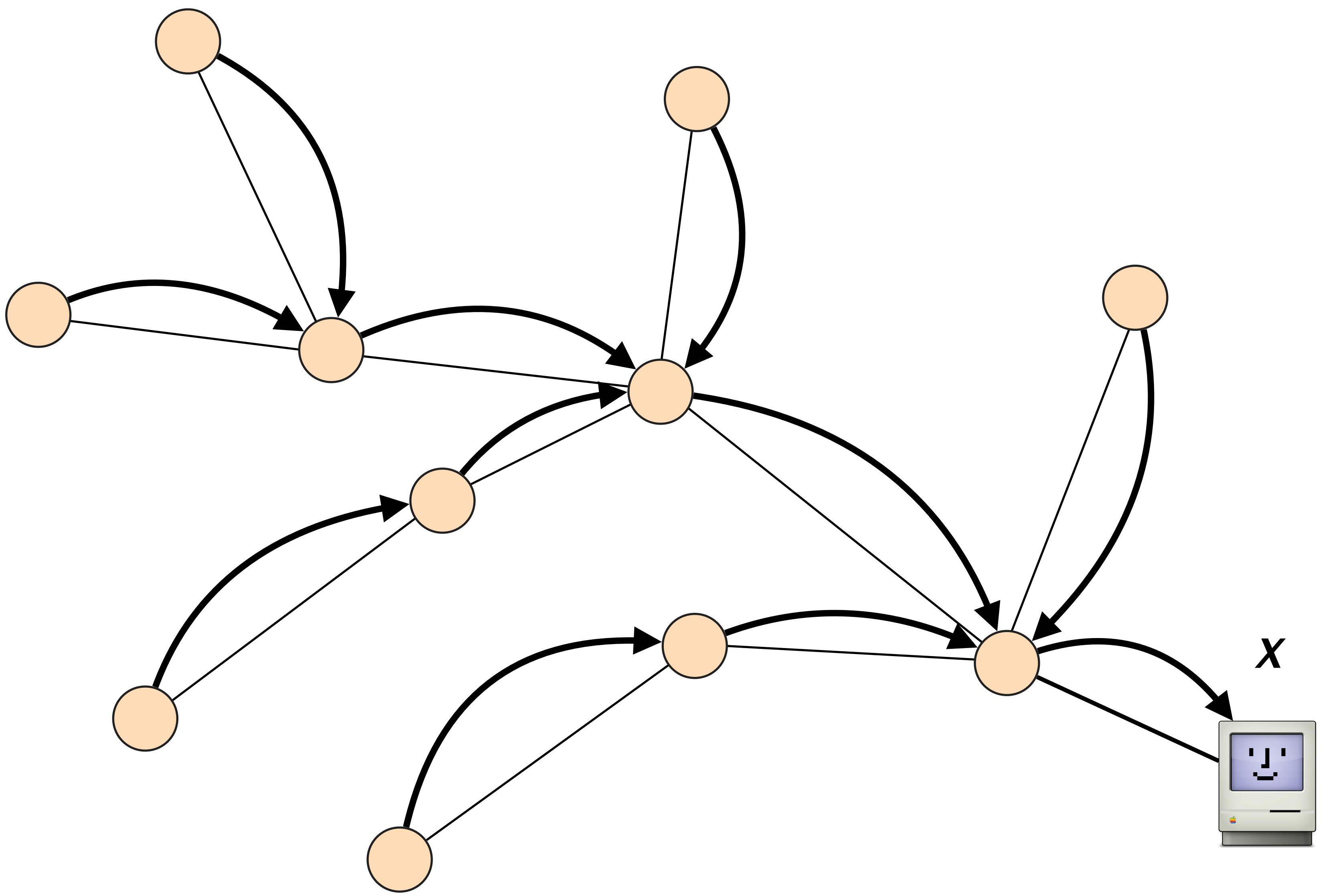
Eliminate all links with no arrow



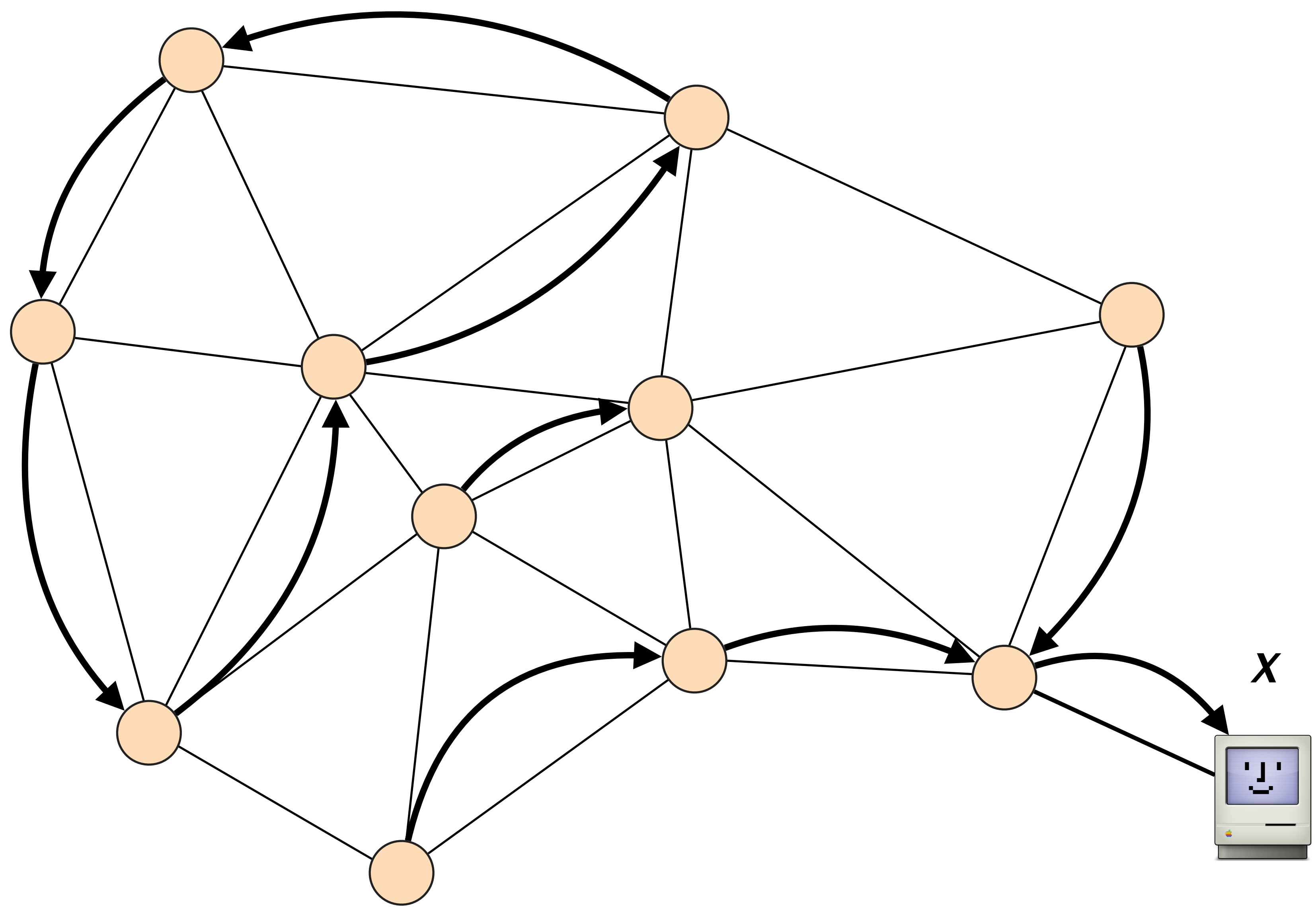

X

The result is a spanning tree.

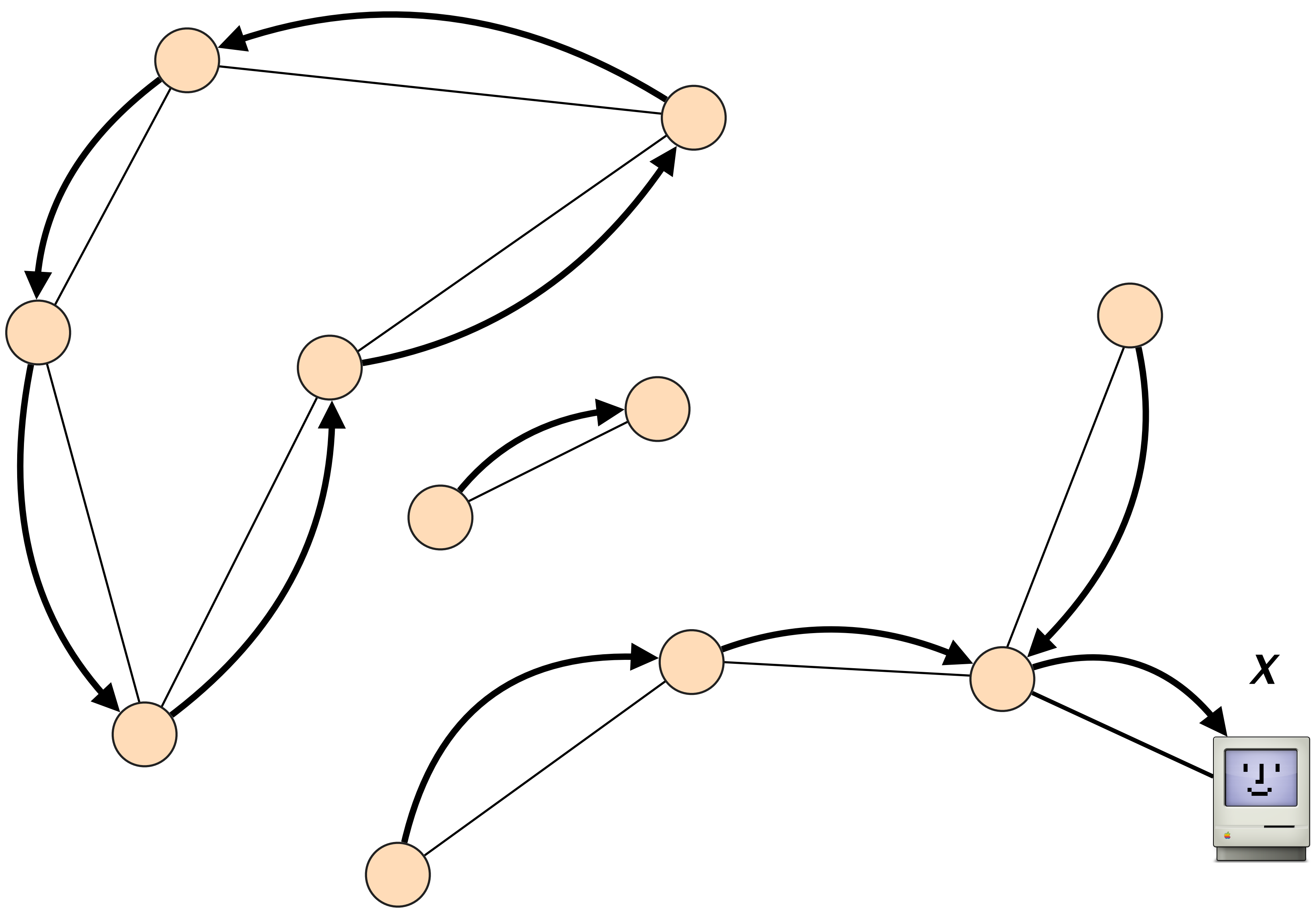
This is a valid routing state



Mark all outgoing ports with an arrow

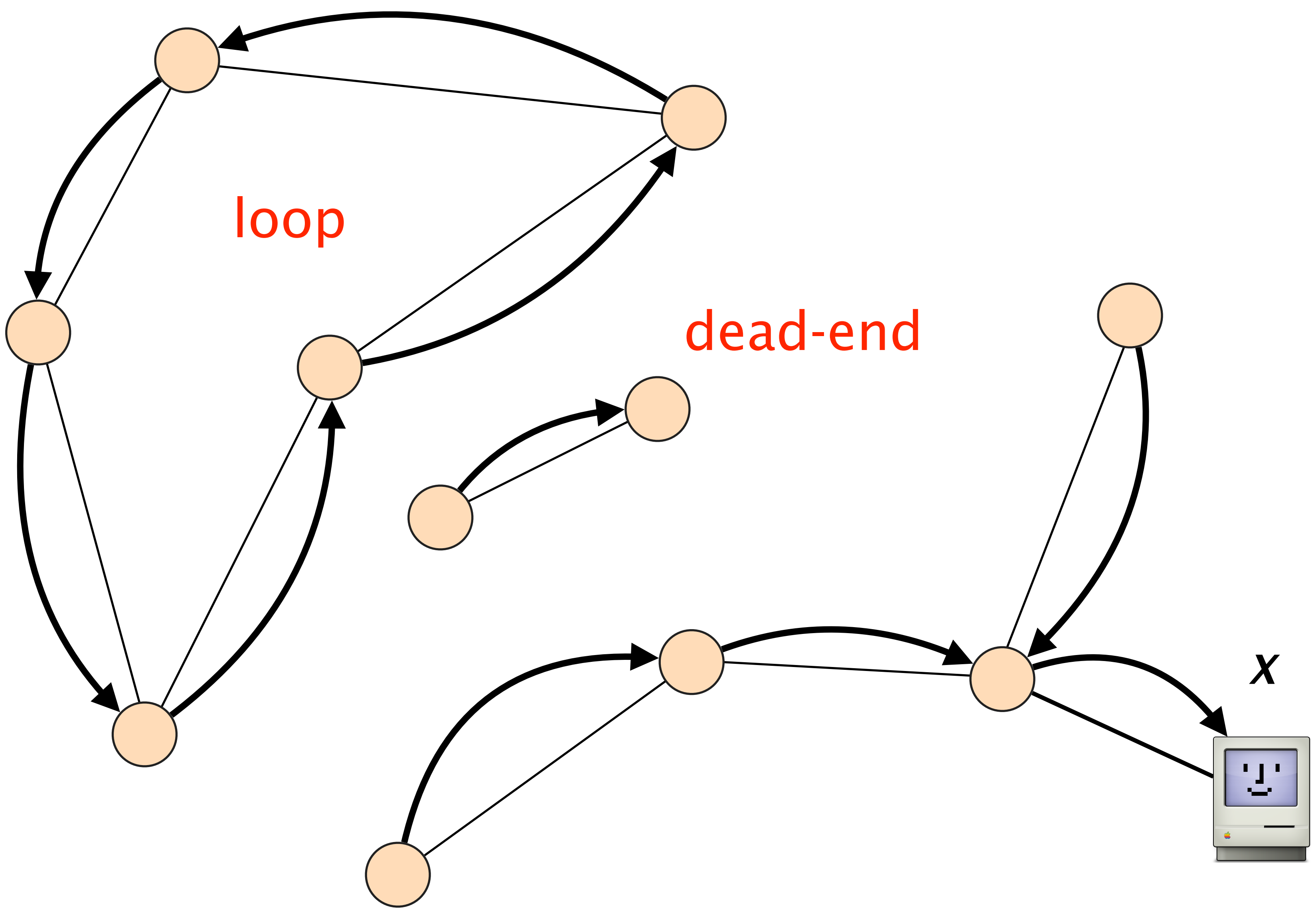


Eliminate all links with no arrow



The result is not a spanning-tree.

The routing state is not valid



How do we verify that a forwarding state is valid?

question 2 How do we compute valid forwarding state?

Producing valid routing state is harder

prevent dead ends

easy

prevent loops

hard

Producing valid routing state is harder
but doable

prevent dead ends

easy

prevent loops

hard

This is the question
you should focus on

Existing routing protocols differ in

how they avoid loops

prevent loops

hard

Essentially,
there are **three ways to compute** valid routing state

	Intuition	Example
#1	Use tree-like topologies	Spanning-tree
#2	Rely on a global network view	Link-State SDN
#3	Rely on distributed computation	Distance-Vector BGP

Essentially,
there are three ways to compute valid routing state

#1	Use tree-like topologies	Spanning-tree
	Rely on a global network view	Link-State SDN
	Rely on distributed computation	Distance-Vector BGP

The easiest way to **avoid loops** is to route traffic on a loop-free topology

simple algorithm

Take an arbitrary topology

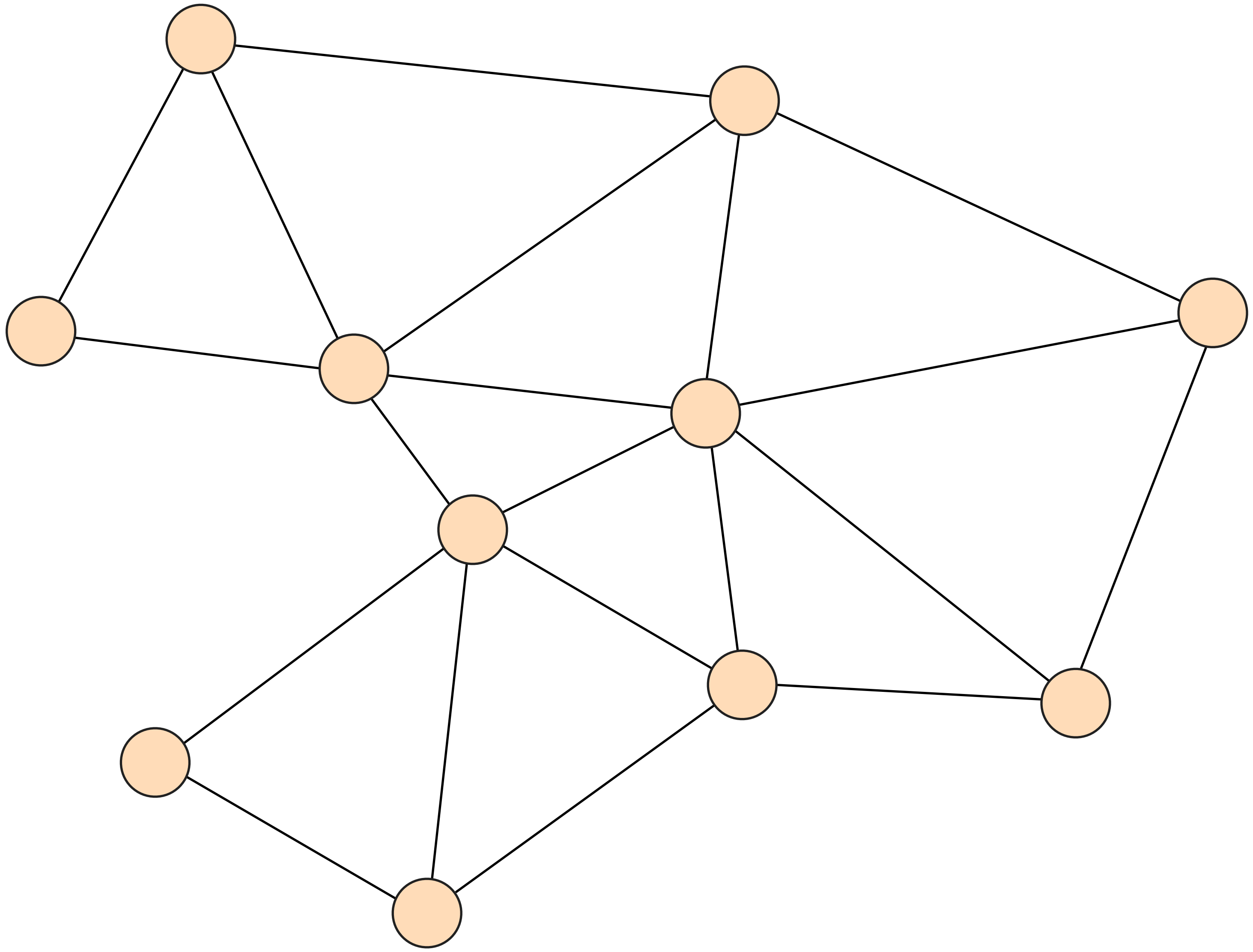
Build a spanning tree and ignore all other links

Done!

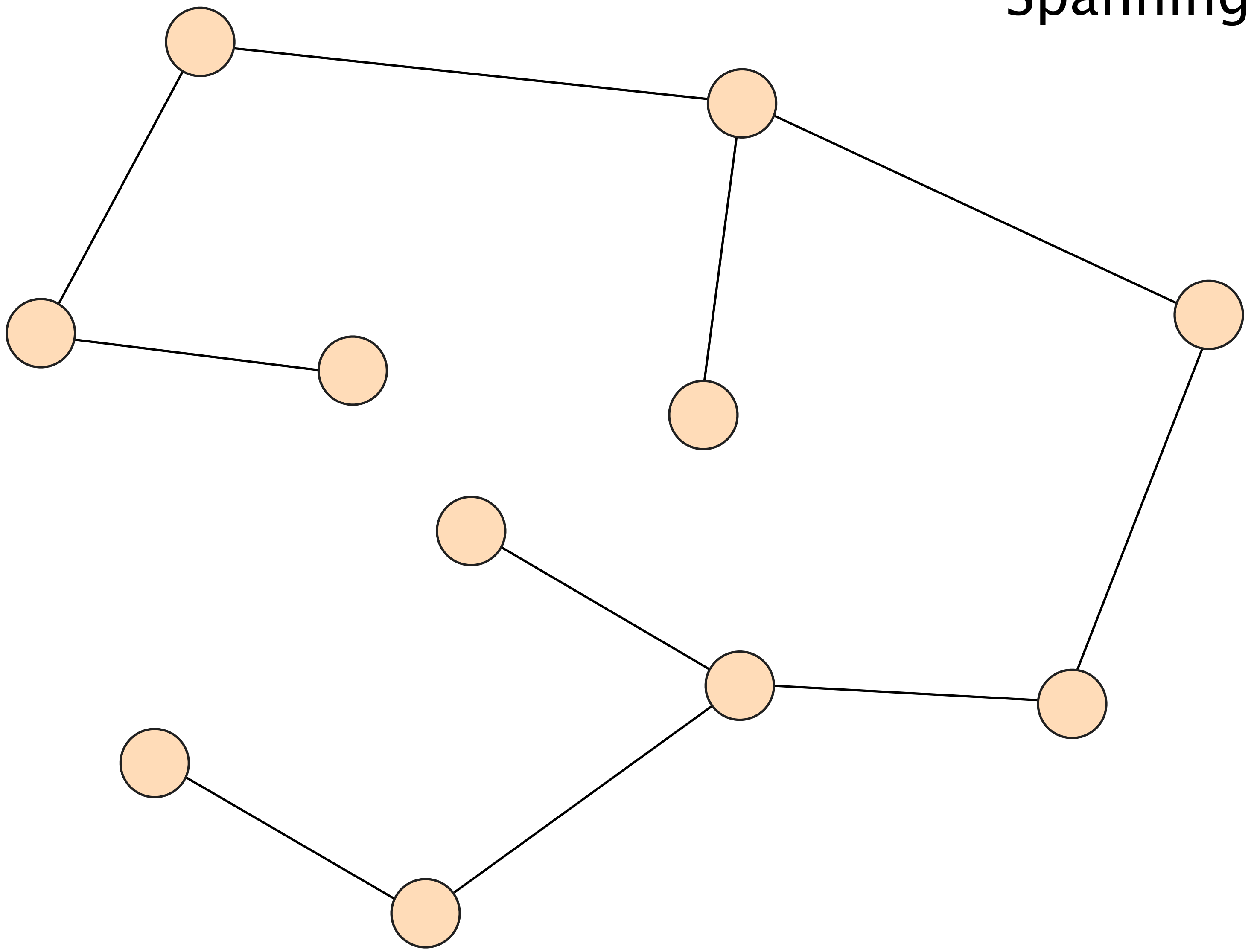
Why does it work?

Spanning-trees have only one path between any two nodes

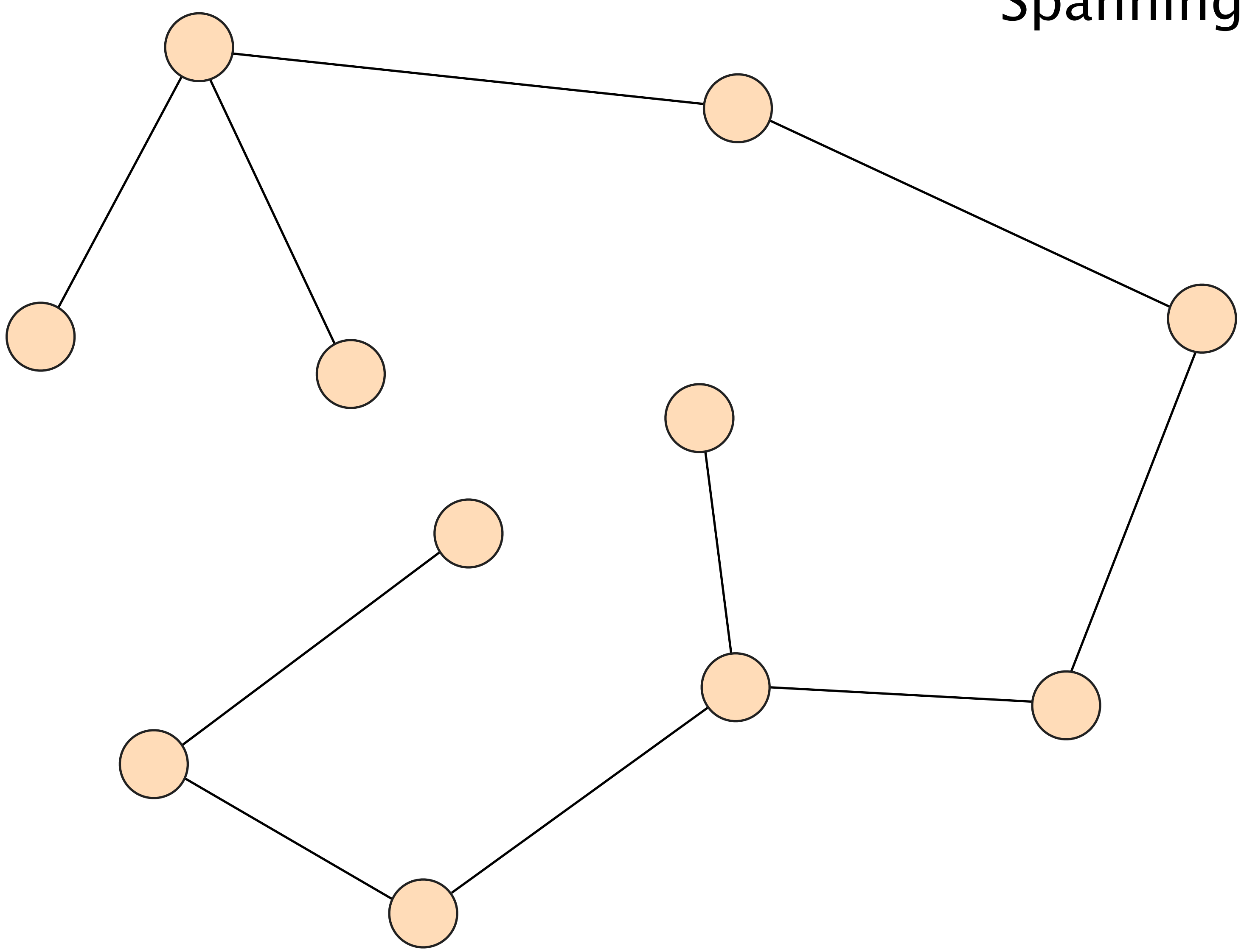
In practice,
there can be *many* spanning-trees for a given topology



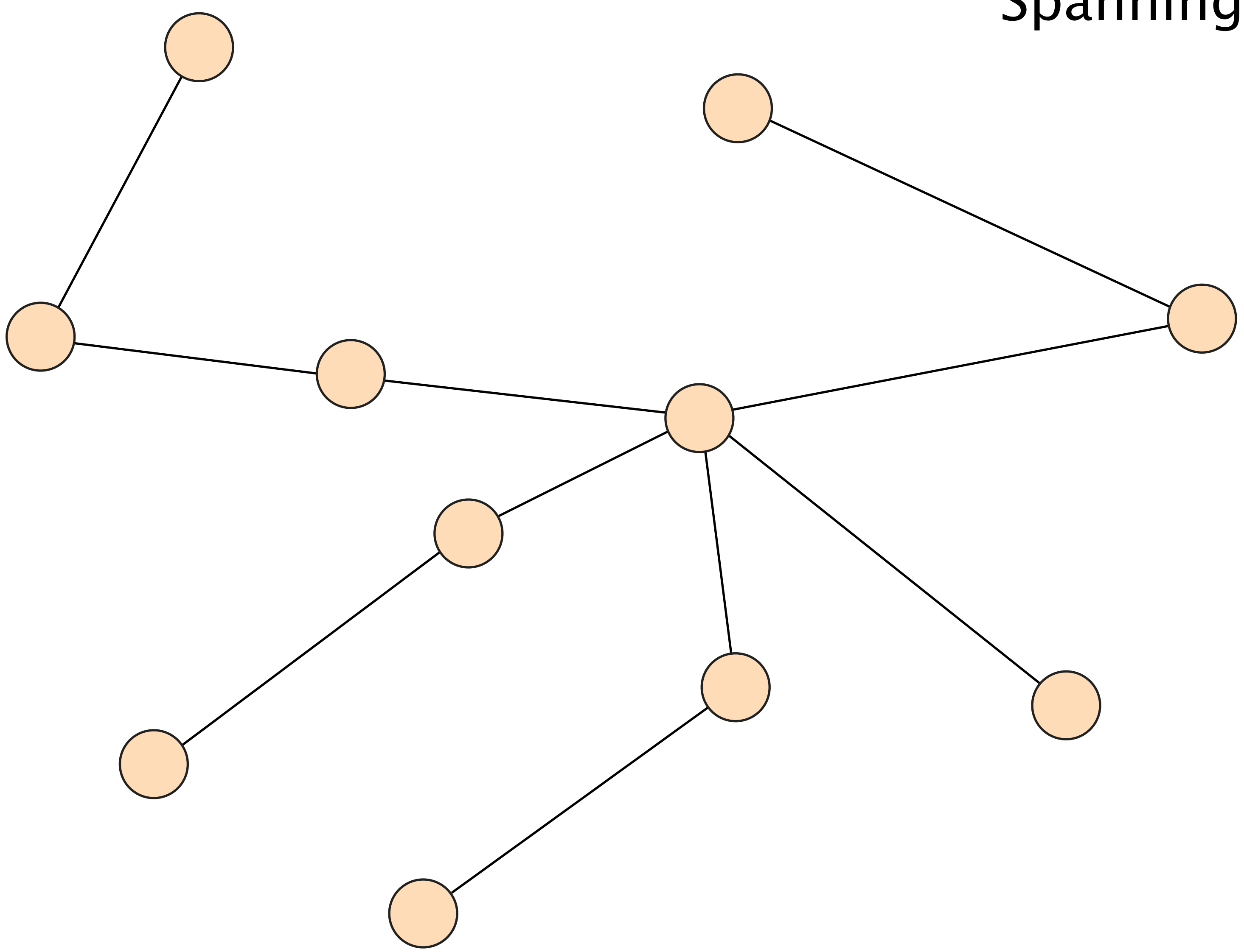
Spanning-Tree #1



Spanning-Tree #2



Spanning-Tree #3

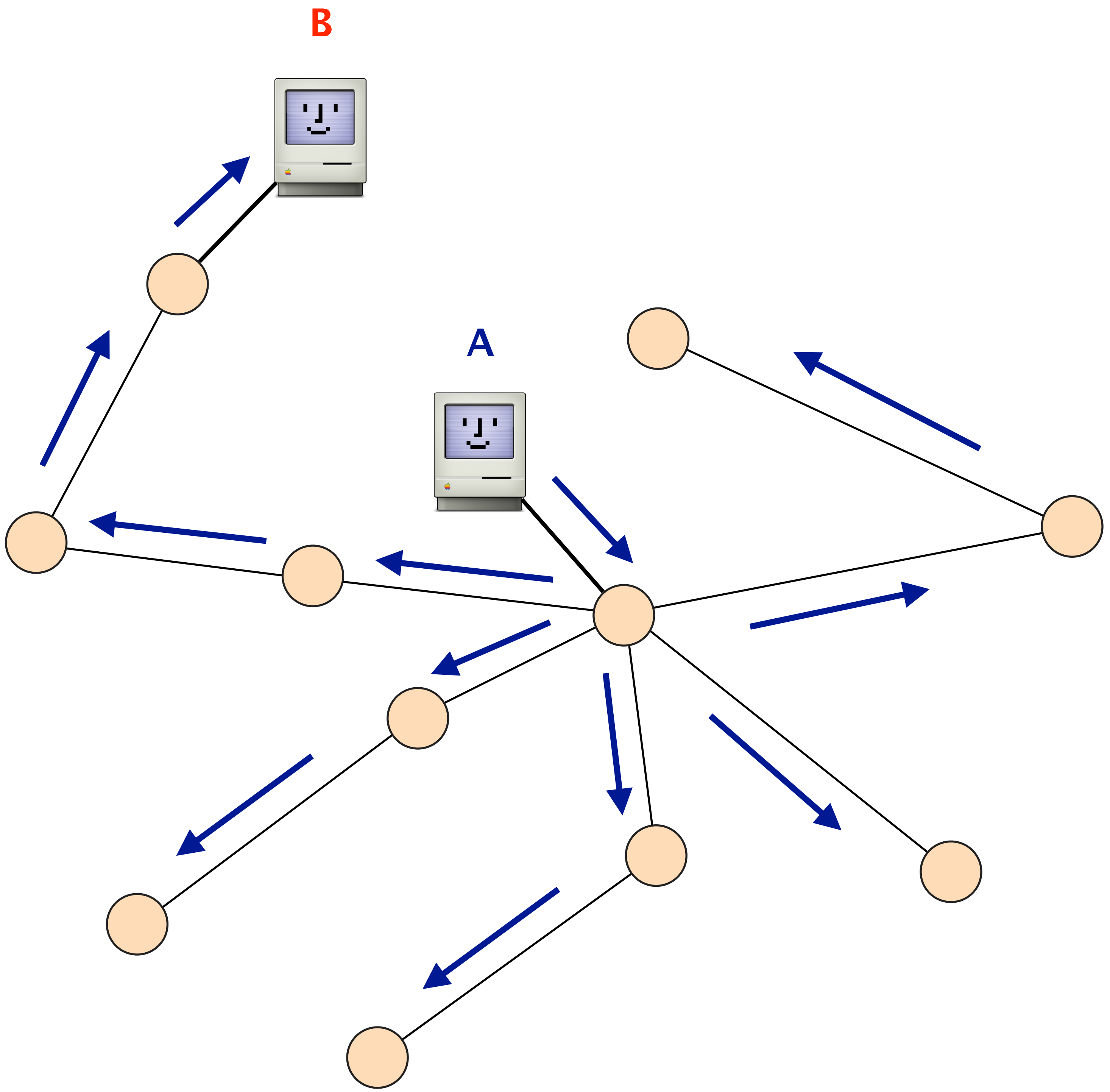


Once we have a spanning tree,

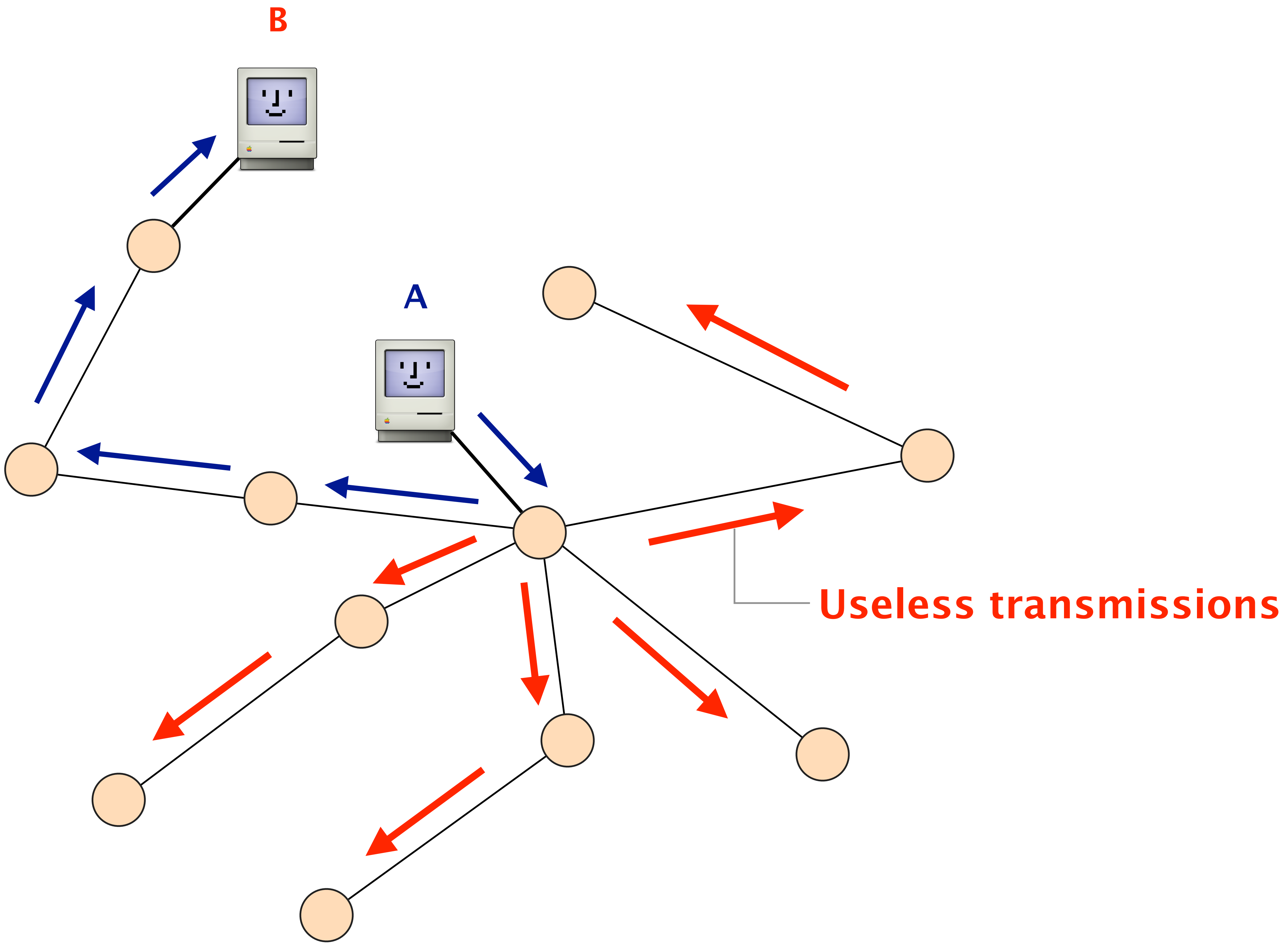
forwarding on it is easy

literally just flood
the packets everywhere

When a packet arrives,
simply **send it on all ports**



While flooding works,
it is quite wasteful



The issue is that nodes do not know their respective locations

Nodes can learn how to reach nodes by remembering where packets came from

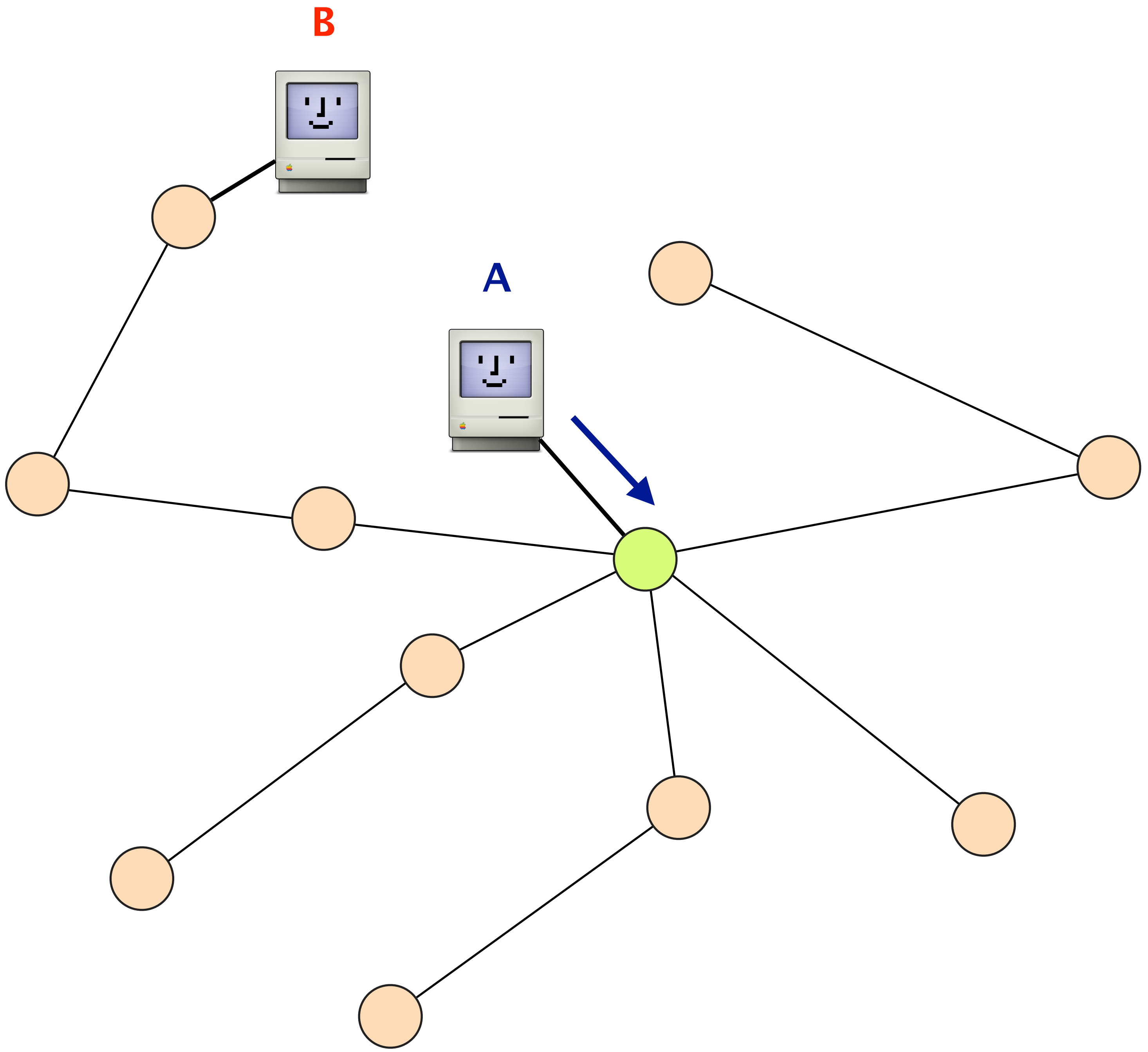
intuition

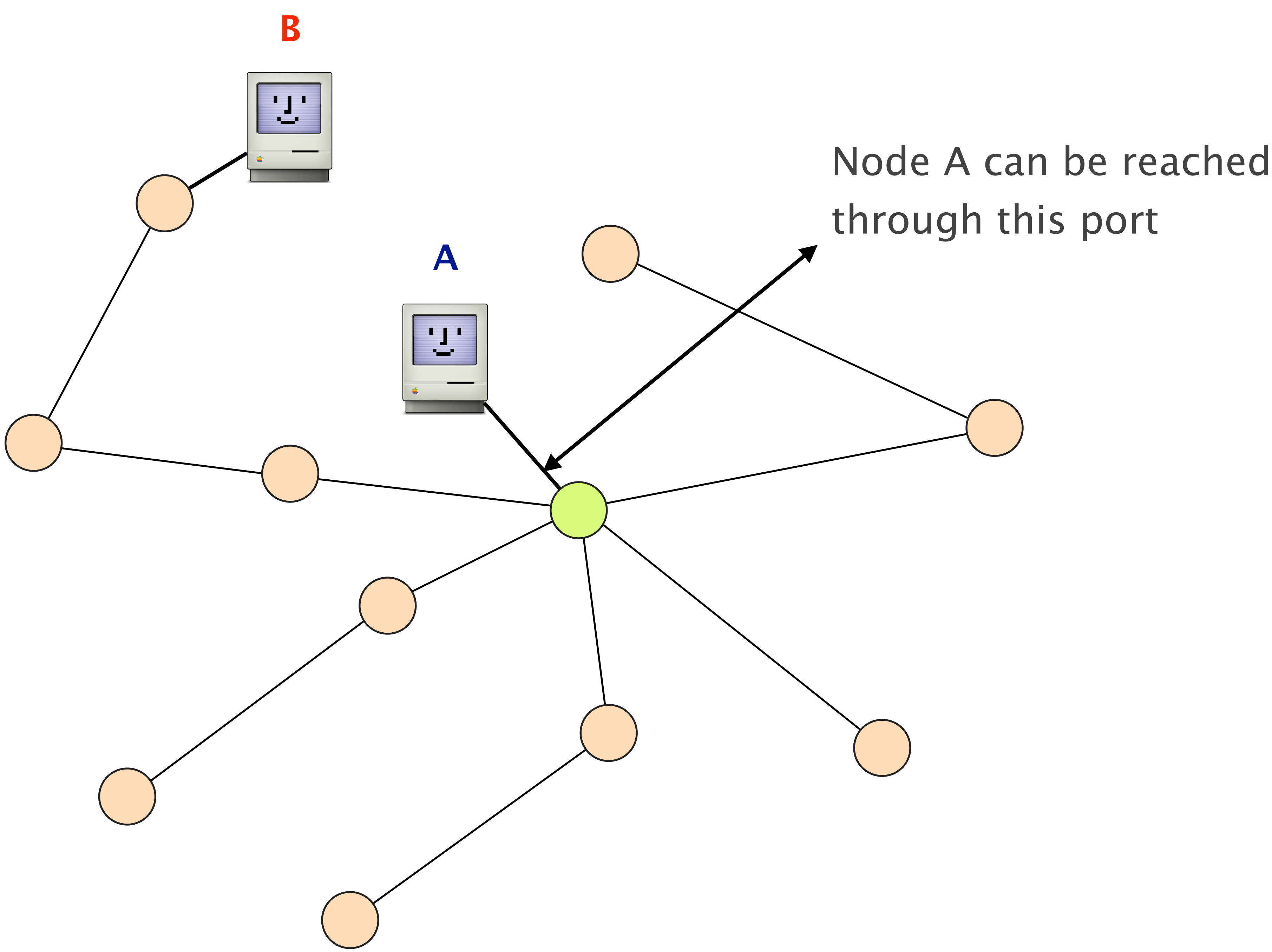
if

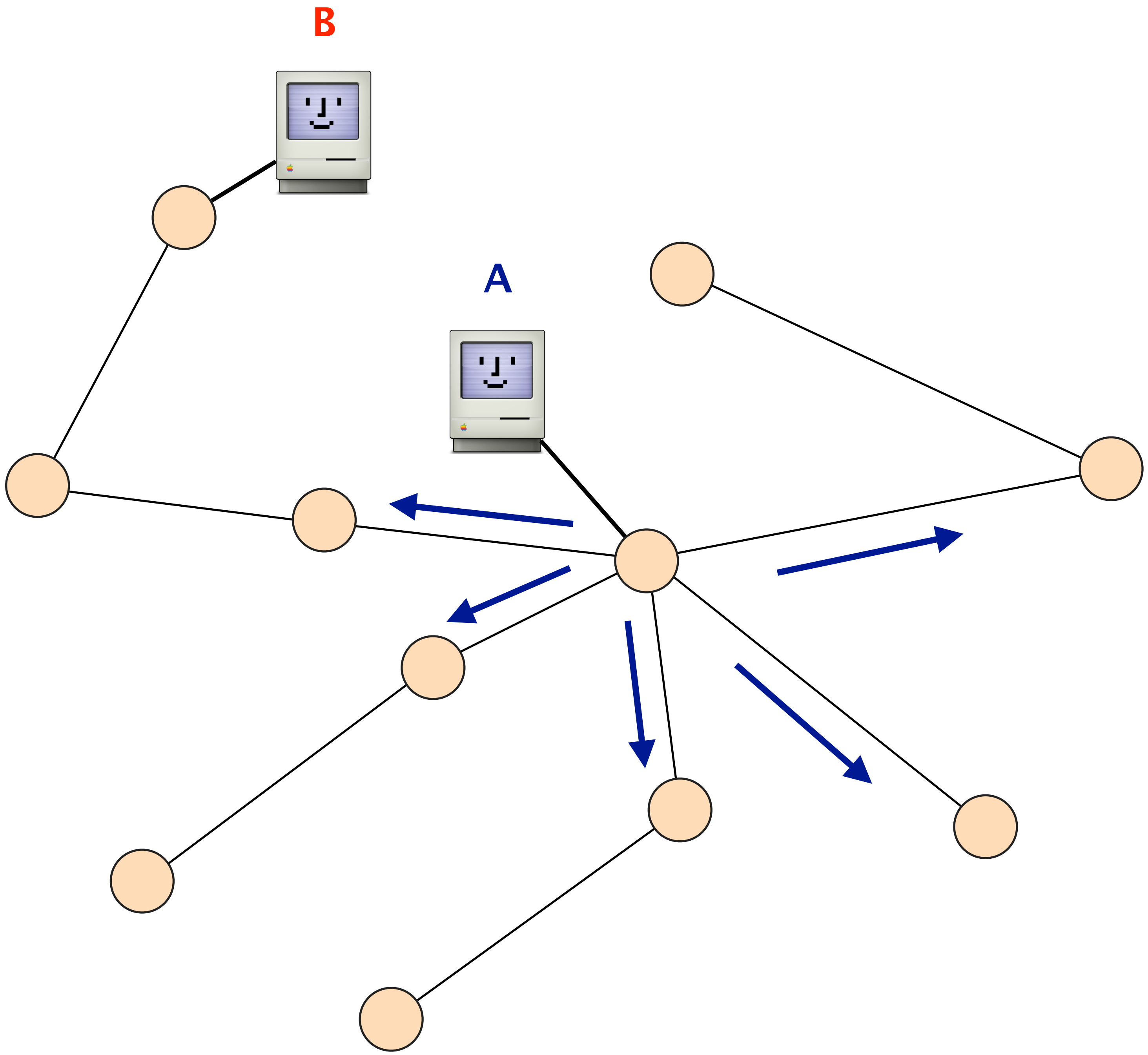
flood packet from node *A*
entered switch *X* on port *4*

then

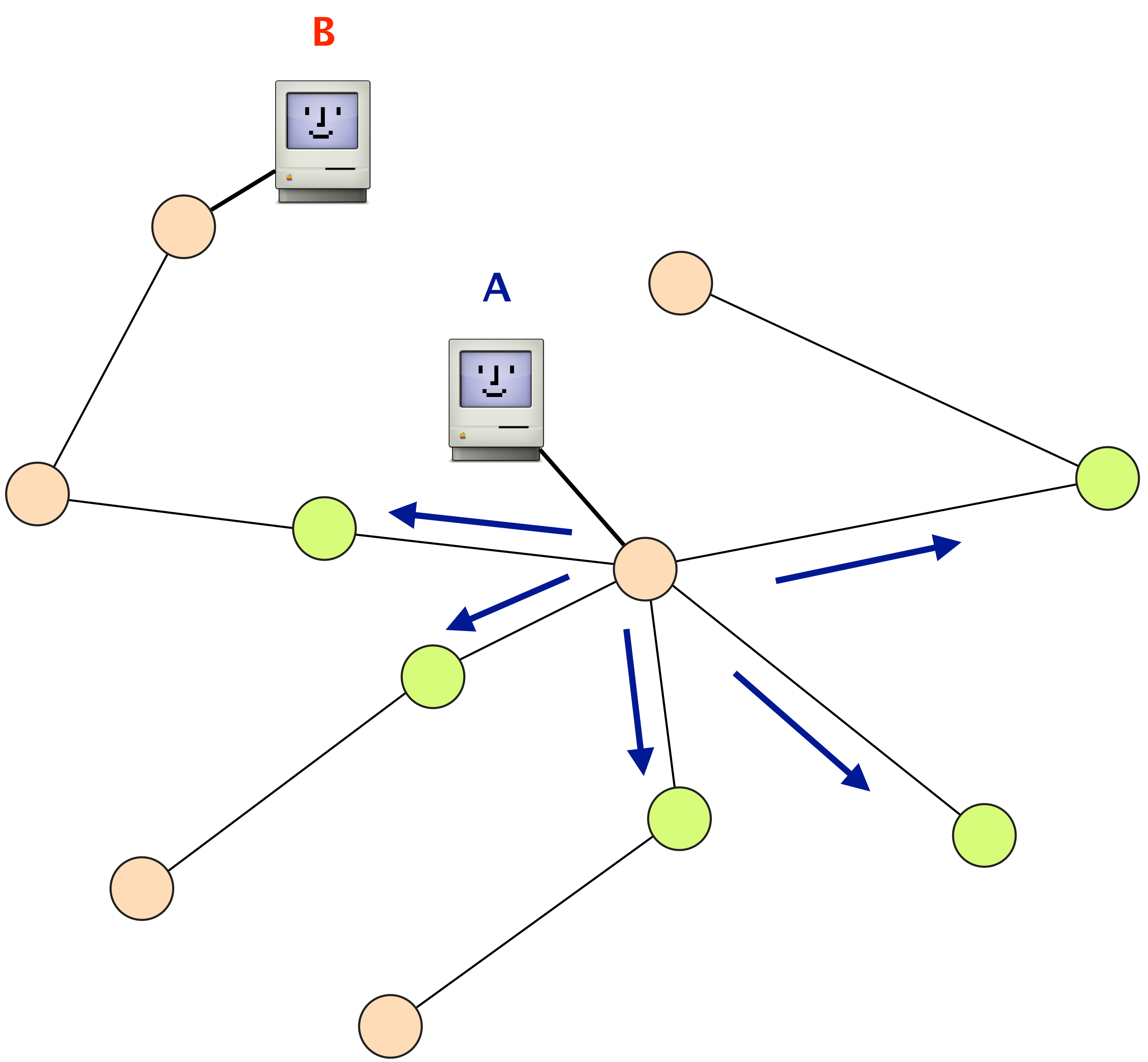
switch *X* can use port *4*
to reach node *A*


B
A

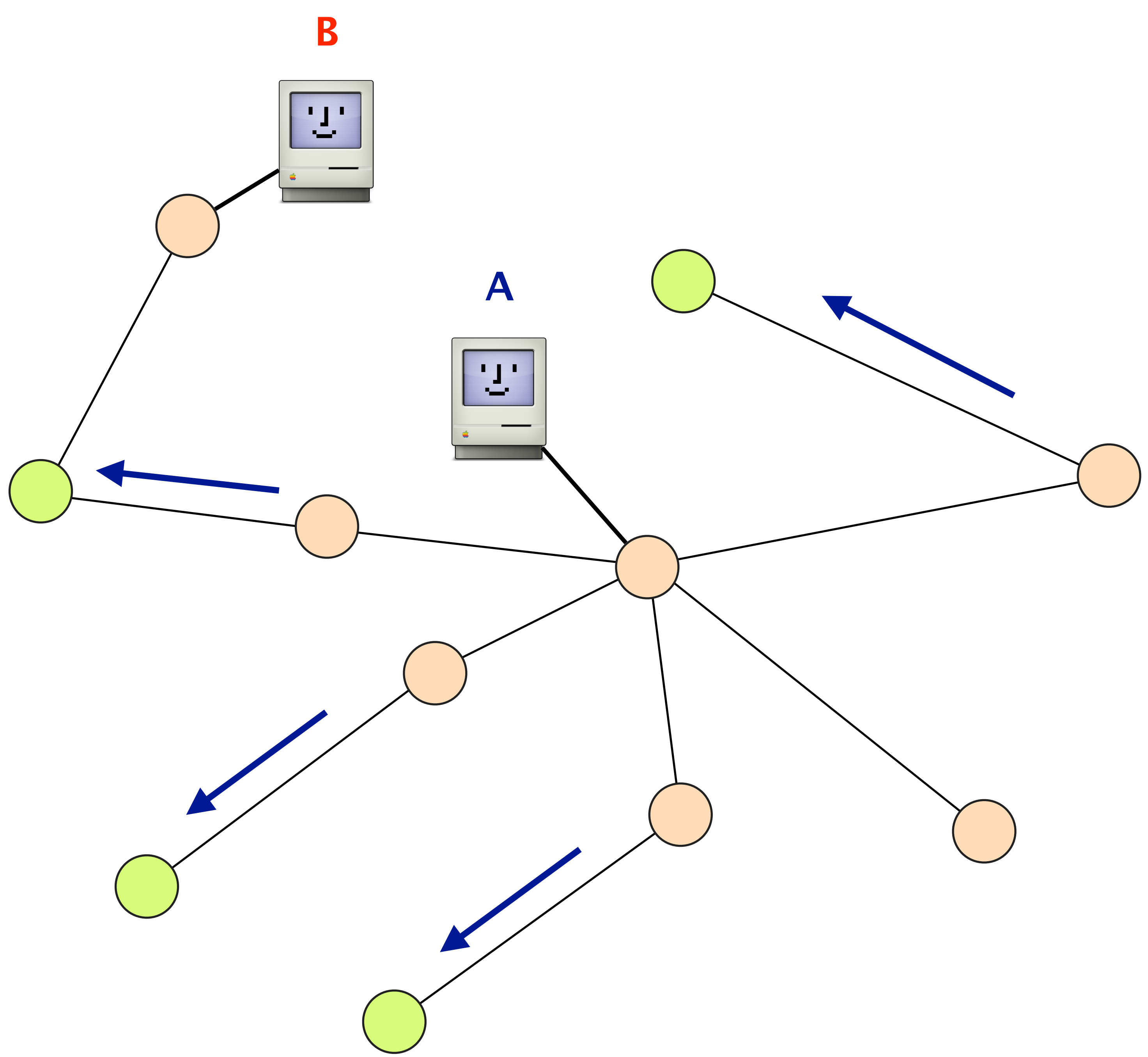

B
A
Node A can be reached
through this port


B
A

All the green nodes learn how to reach A

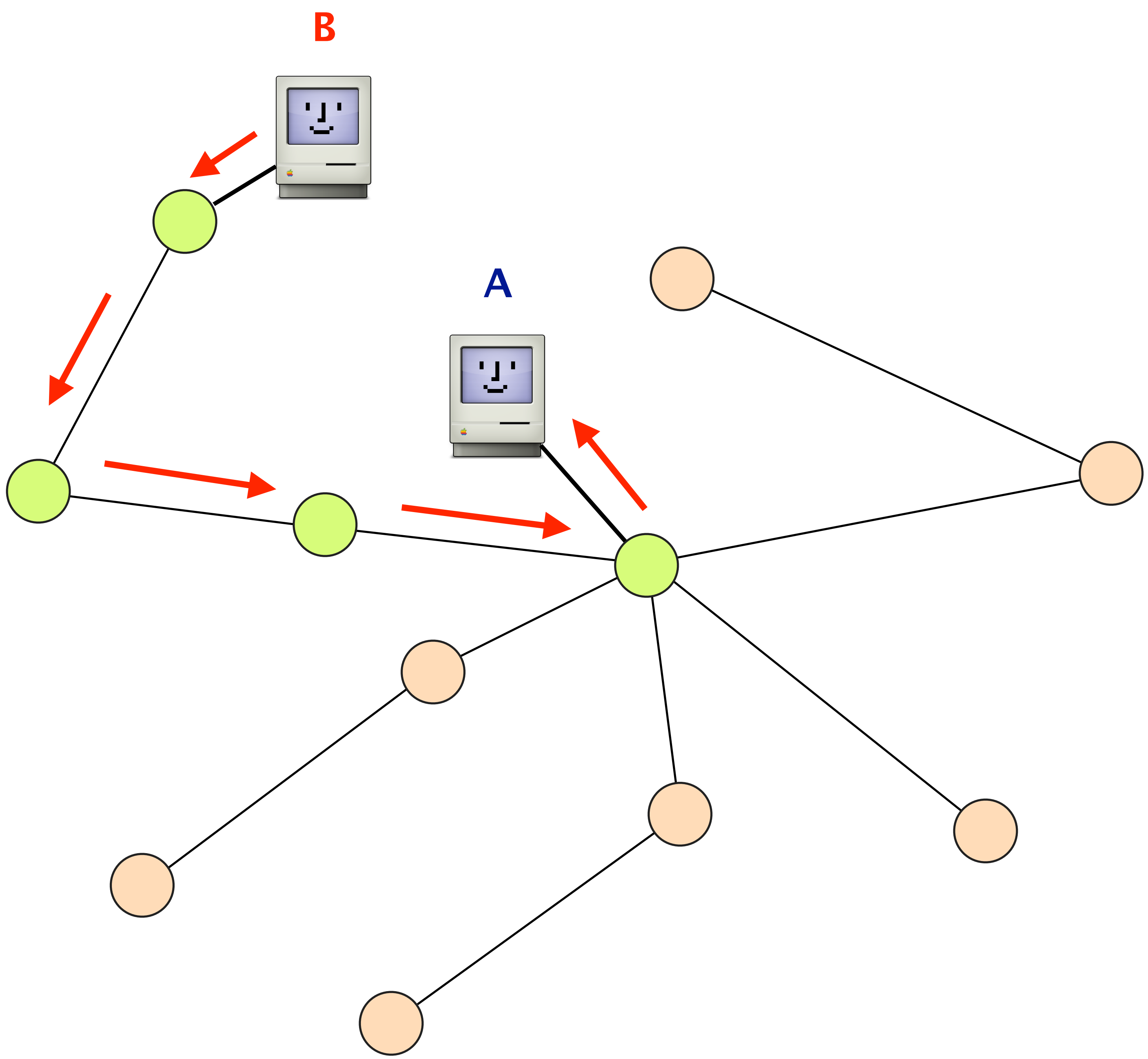


All the green nodes learn how to reach A

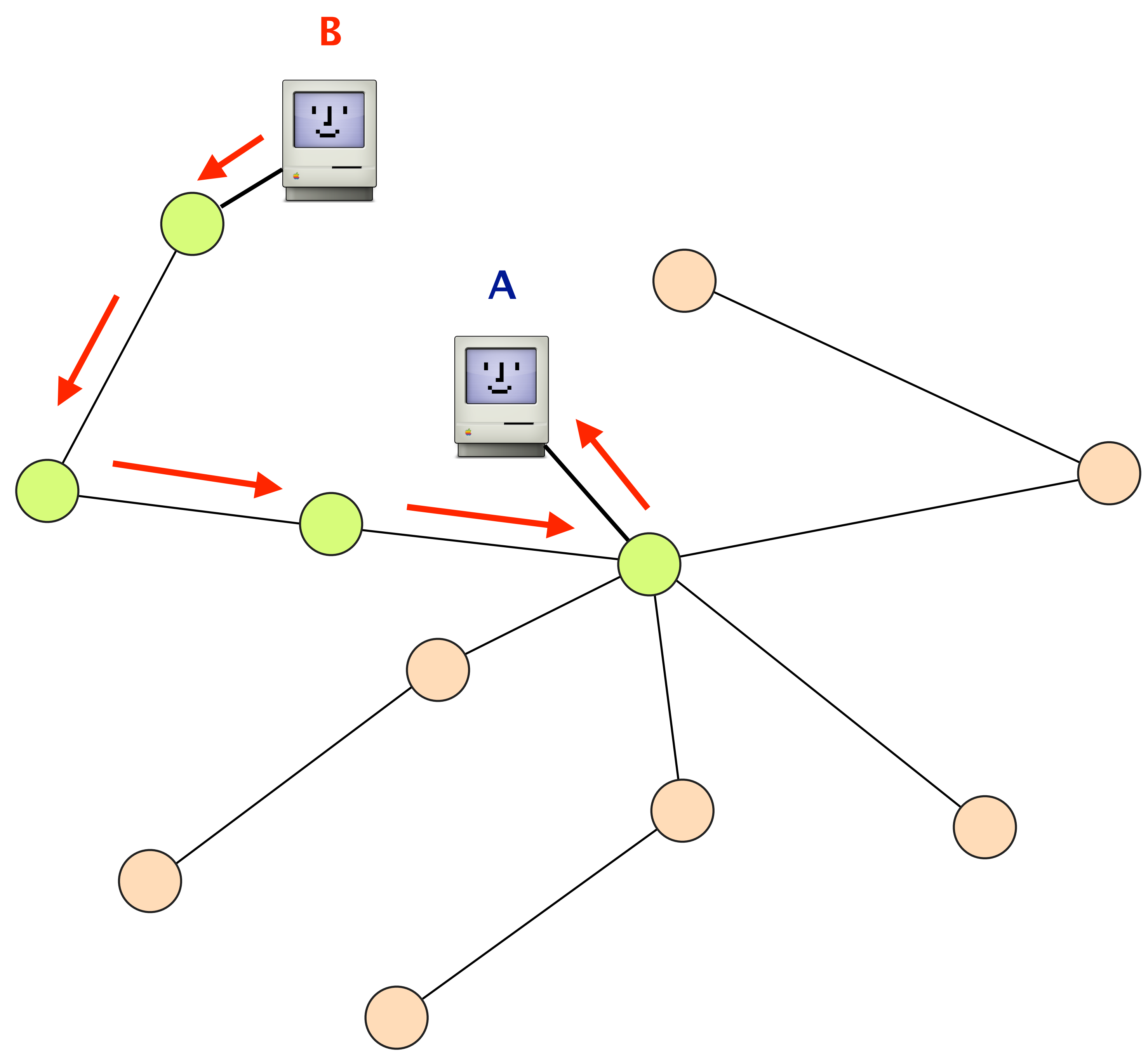


B answers back to A

enabling the green nodes to also learn where B is

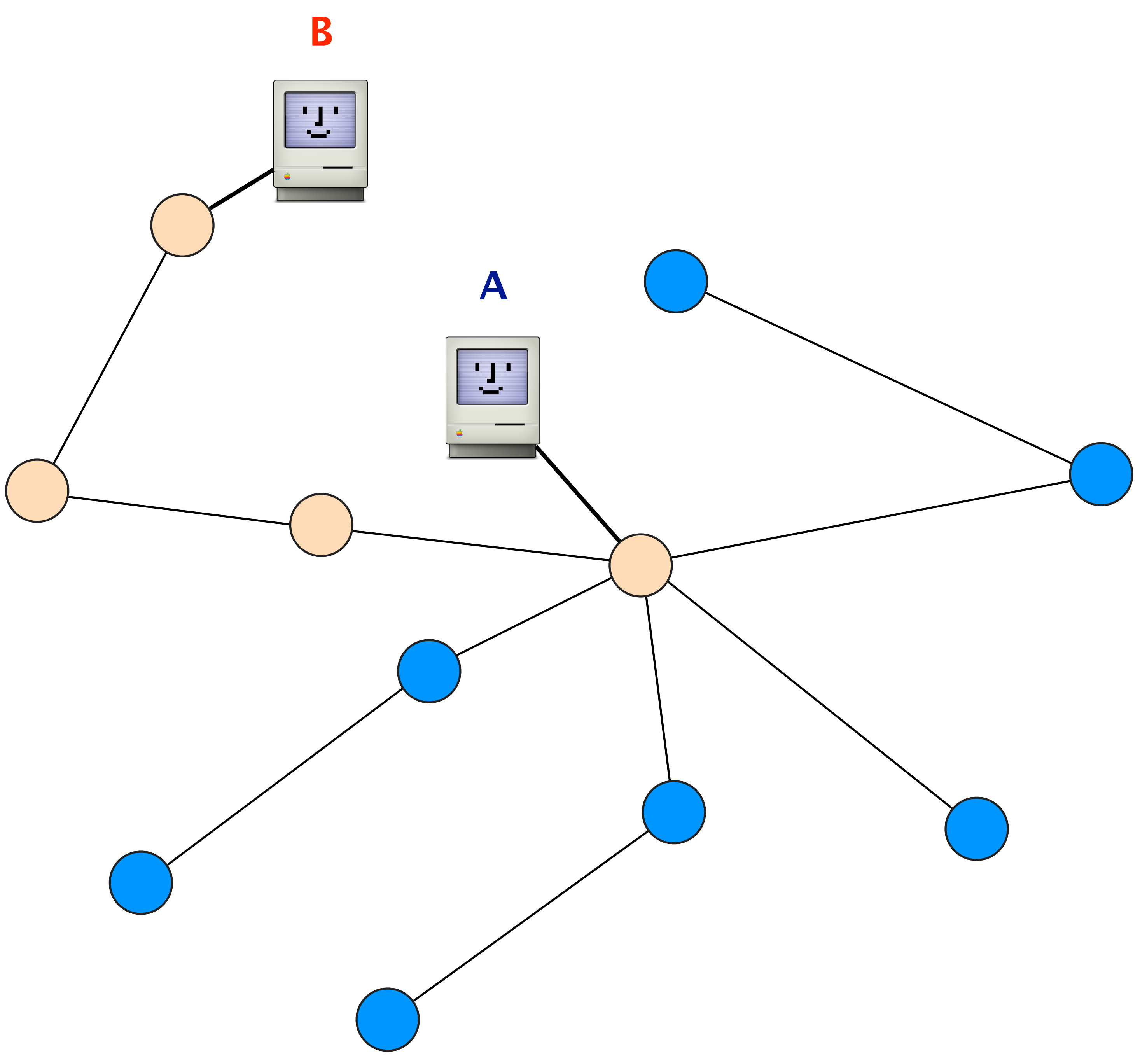


There is no need for flooding here
as the position of A is already known by everybody



Learning is topology-dependent

The blue nodes only know how to reach A (not B)



Routing by flooding on a spanning-tree

in a nutshell

Flood first packet to node you're trying to reach

all switches learn where you are

When destination answers, some switches learn where it is

some because packet to you is not flooded anymore

The decision to flood or not is done on each switch

depending on who has communicated before

Spanning-Tree in practice

used in Ethernet

advantages

plug-and-play
configuration-free

automatically adapts
to moving host

disadvantages

mandate a spanning-tree
eliminate many links from the topology

slow to react to failures
host movement

Essentially,
there are three ways to compute valid routing state

	Use tree-like topologies	Spanning-tree
#2	Rely on a global network view	Link-State SDN
	Rely on distributed computation	Distance-Vector BGP

If each router knows the entire graph,
it can locally compute paths to all other nodes

Once a node u knows the entire topology,
it can compute shortest-paths using **Dijkstra's algorithm**

Initialization

S = {u}

for all nodes v:

  if (v is adjacent to u):

    D(v) = c(u,v)

  else:

    D(v) = ∞

Loop

while *not* all nodes in S:

  add w with the smallest D(w) to S

  update D(v) for all adjacent v not in S:

    D(v) = min{D(v), D(w) + c(w,v)}

Dijkstra maintains two data structures: *S* and *D*

S successors	the set of vertices whose shortest path is known
D(v) distances	the current estimate of the shortest path cost towards vertex v

The initialization phase defines the original data structures content

u is the node running the algorithm

S = {u}

for all nodes v:

  if (v is adjacent to u):

    D(v) = c(u,v)

  else:

    D(v) = ∞

$c(u,v)$ is the weight of the link connecting u and v

D(v) is the smallest distance currently known by u to reach v

Each iteration Dijkstra adds 1 node to S (the closest one) before updating the distances to reach the others nodes

Loop

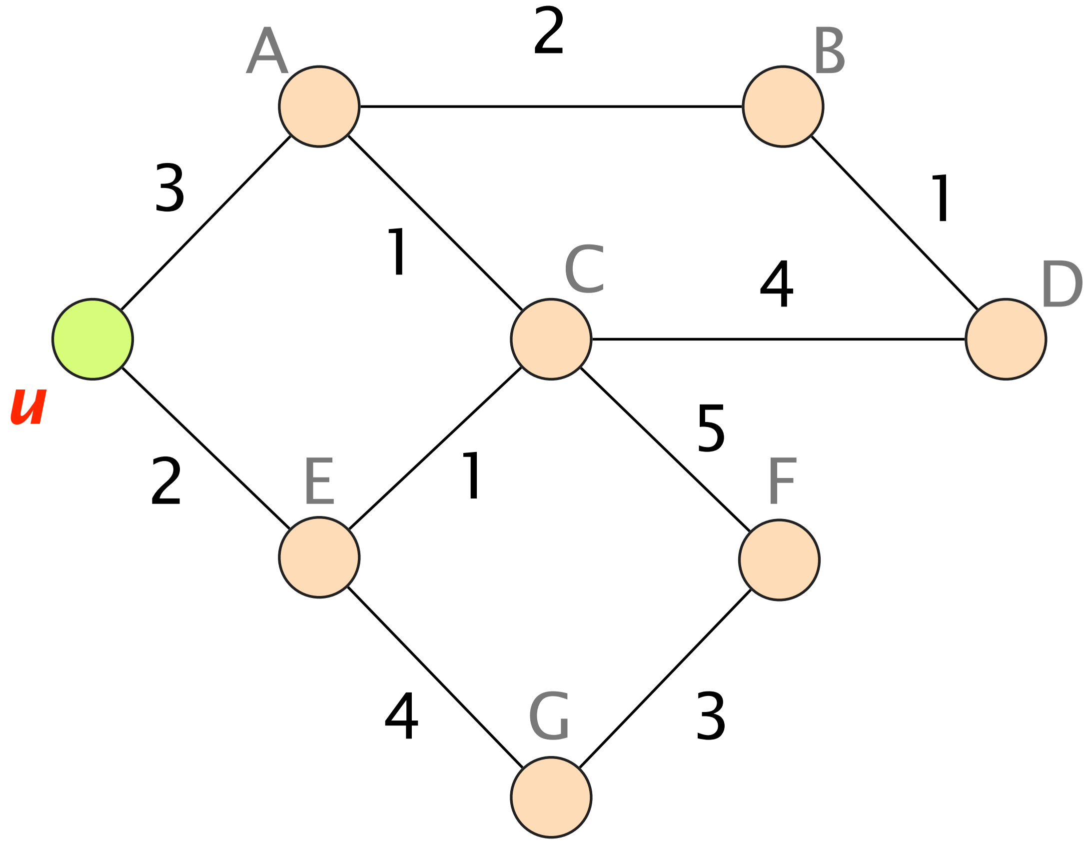
while *not* all nodes in S:

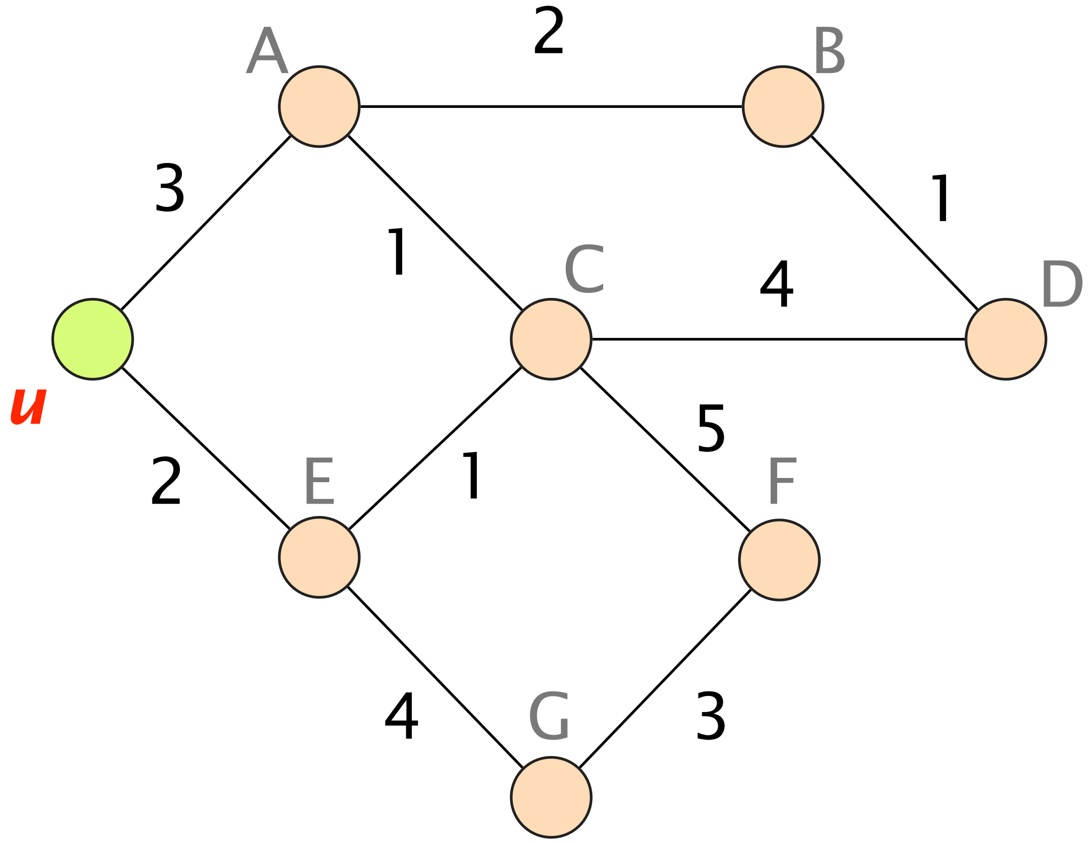
    add *w* with the smallest D(*w*) to S

    update D(*v*) for all adjacent *v* not in S:

        $D(v) = \min\{D(v), D(w) + c(w,v)\}$

Let's compute the shortest-paths from *u*





Initialization

S = {*u*}

for all nodes *v*:

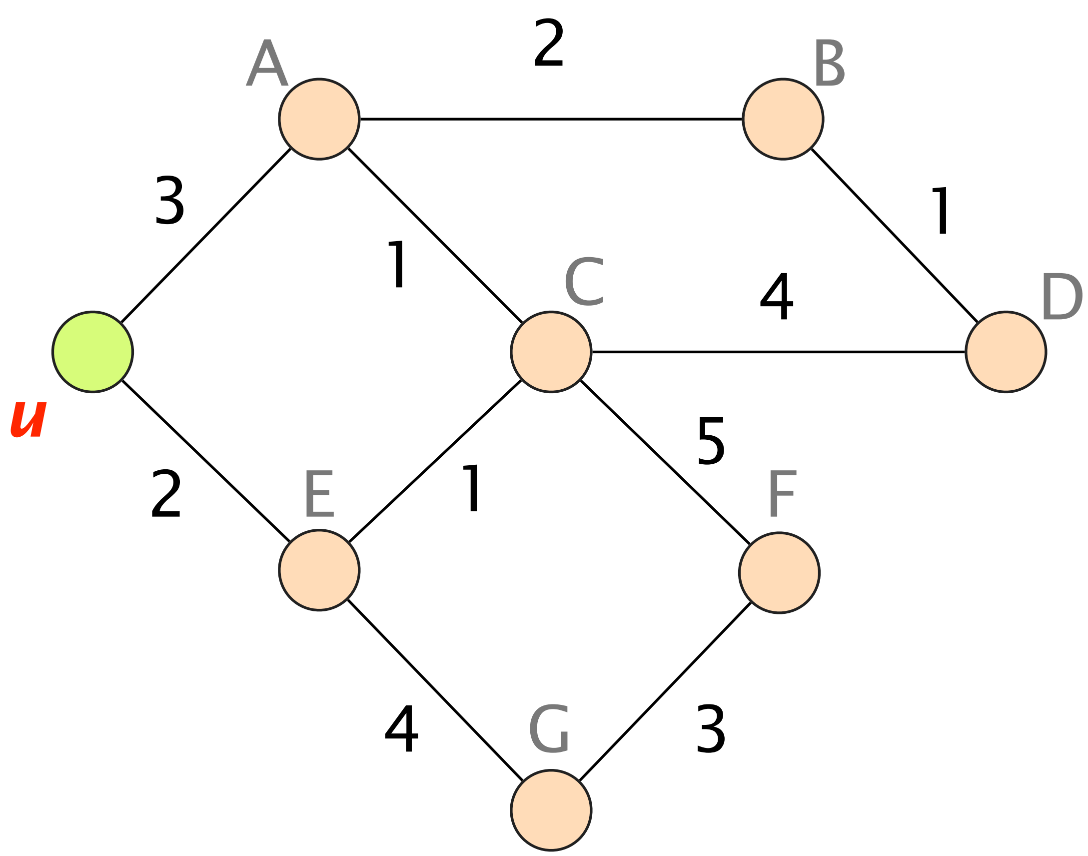
 if (*v* is adjacent to *u*):

  D(*v*) = c(*u*,*v*)

 else:

  D(*v*) = ∞

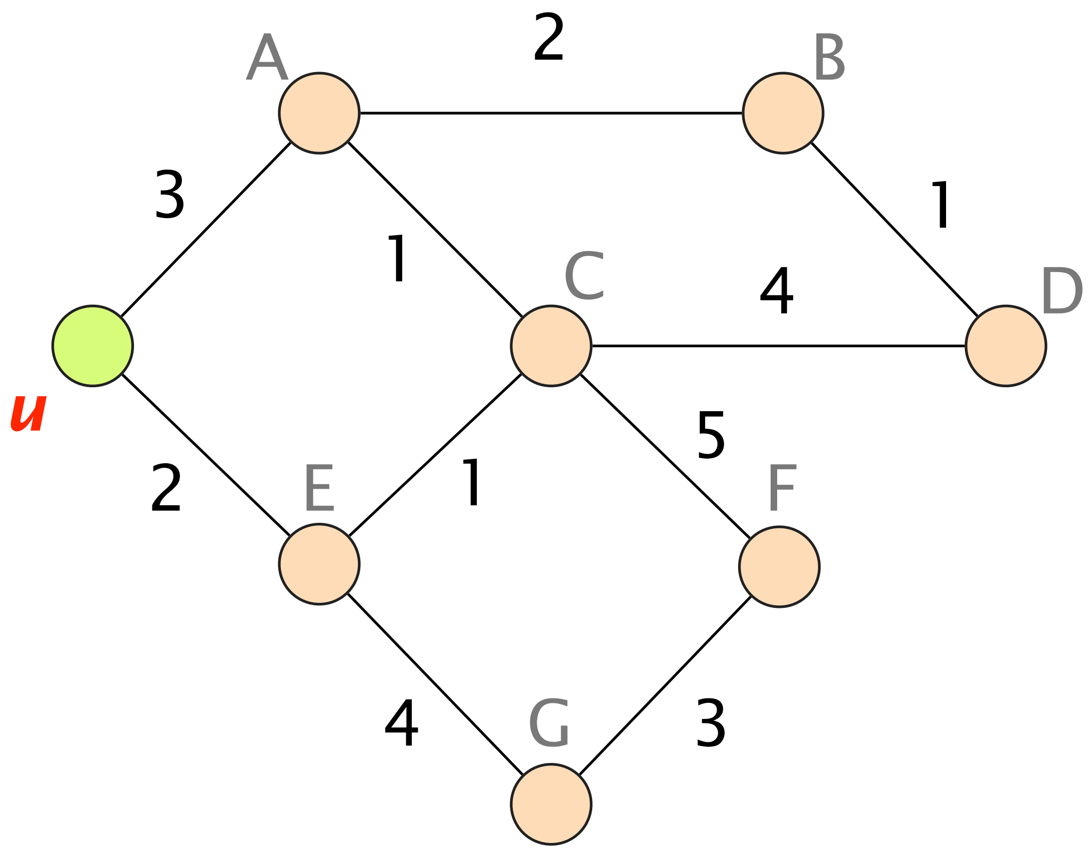
S only contains u itself and
D is initialized based on u's weight



D(.) =

S = {u}

A	3
B	∞
C	∞
D	∞
E	2
F	∞
G	∞



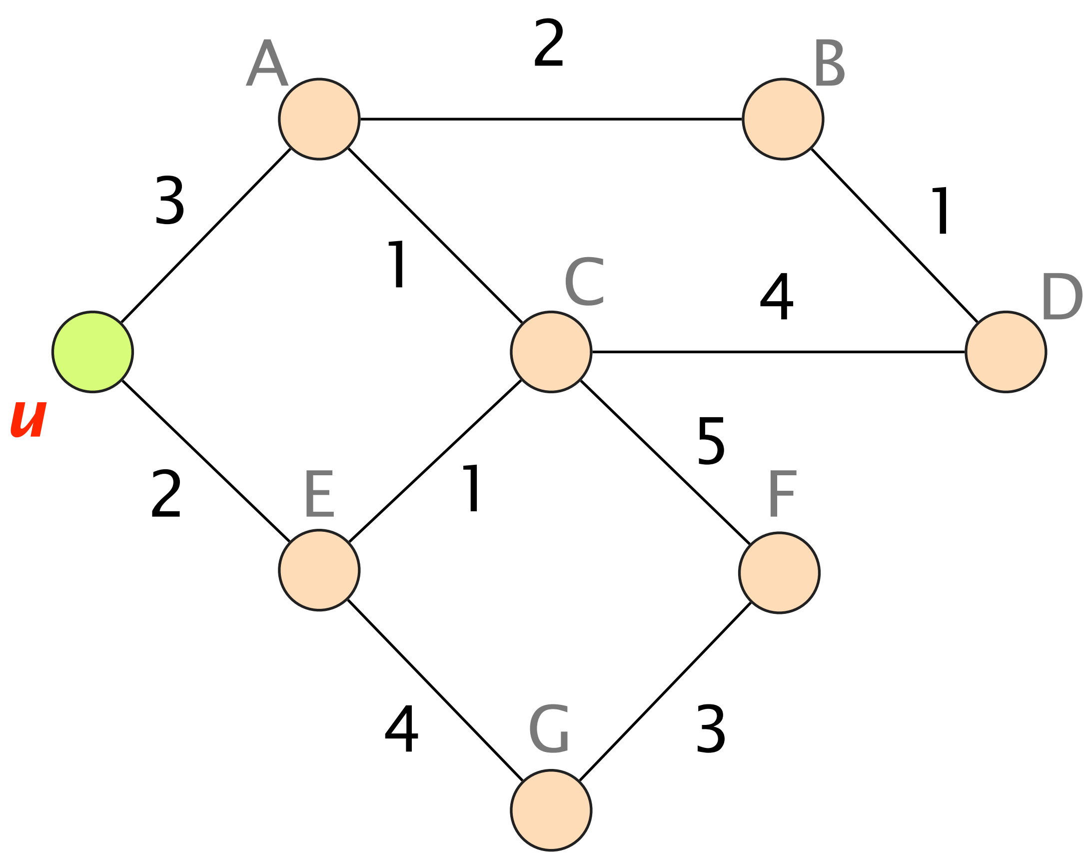
Loop

while *not* all nodes in S:

add *w* with the smallest D(w) to S

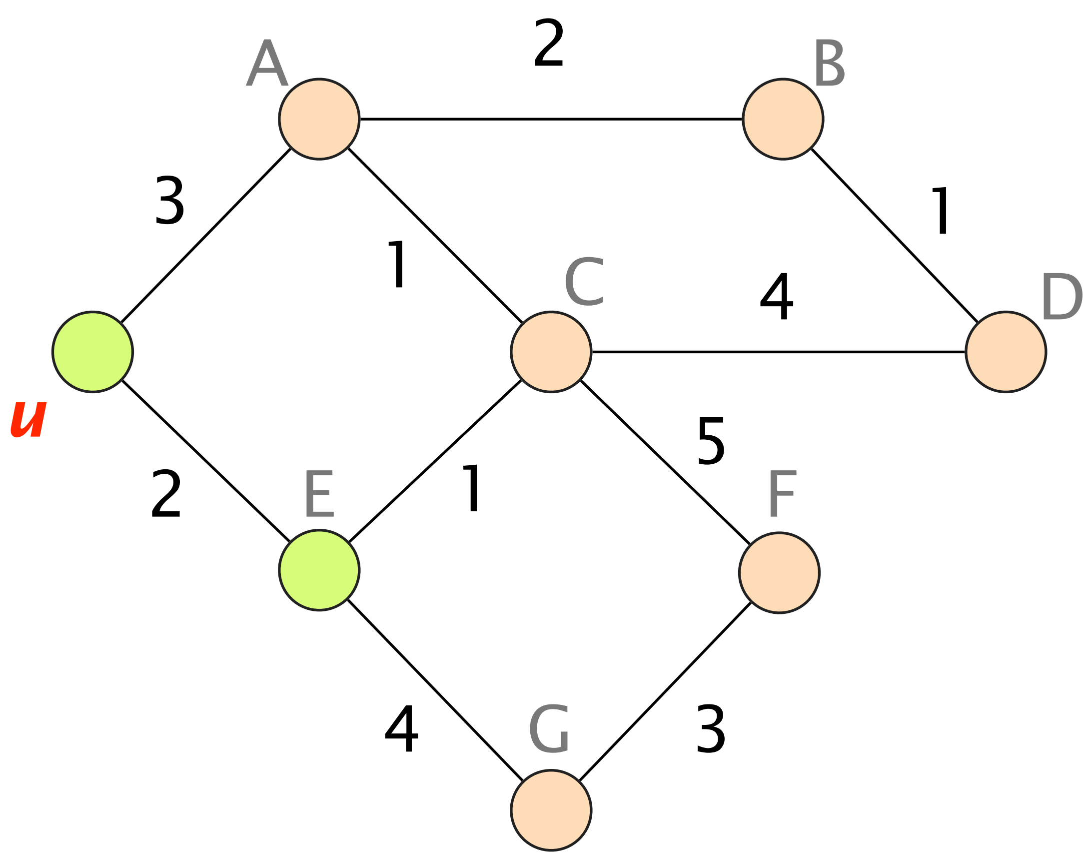
update D(*v*) for all adjacent *v* not in S:

D(*v*) = min{D(*v*), D(*w*) + c(*w*,*v*)}



D(.) = S = {u}

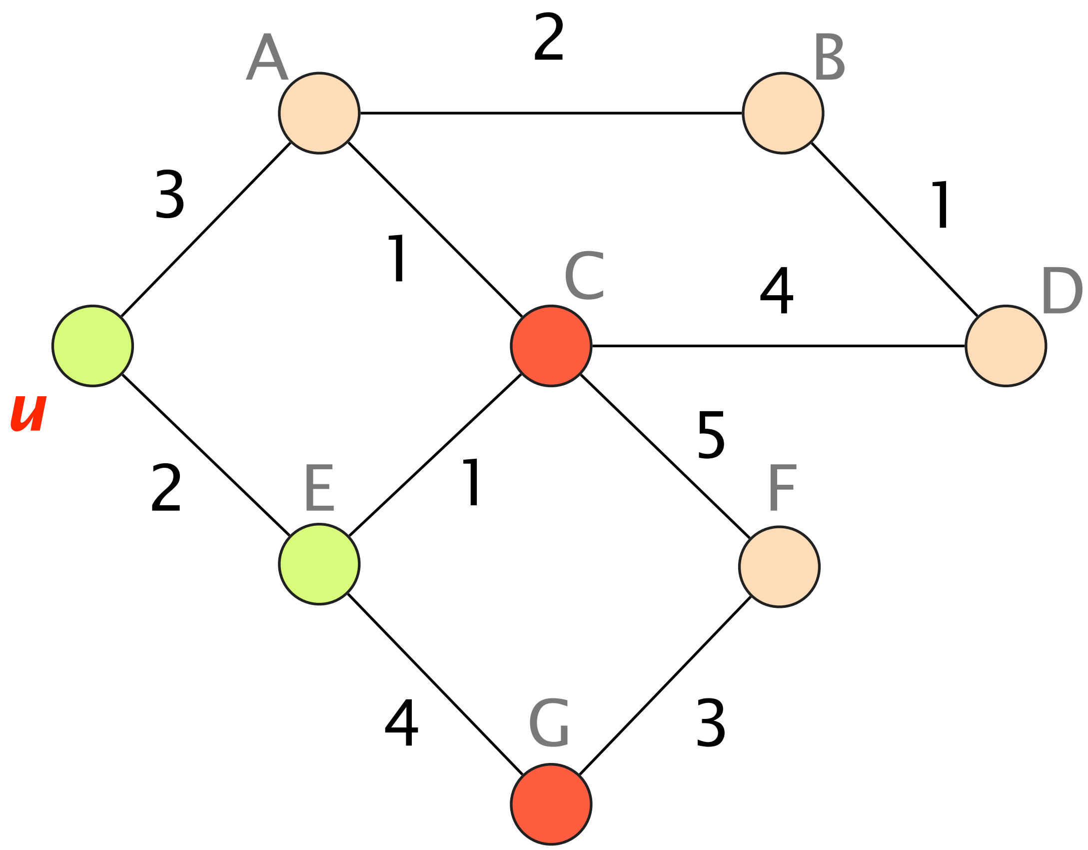
A	3	
B	∞	
C	∞	
D	∞	
E	2	smallest D(*w*)
F	∞	
G	∞	



add E to S

D(.) = S = {u, E}

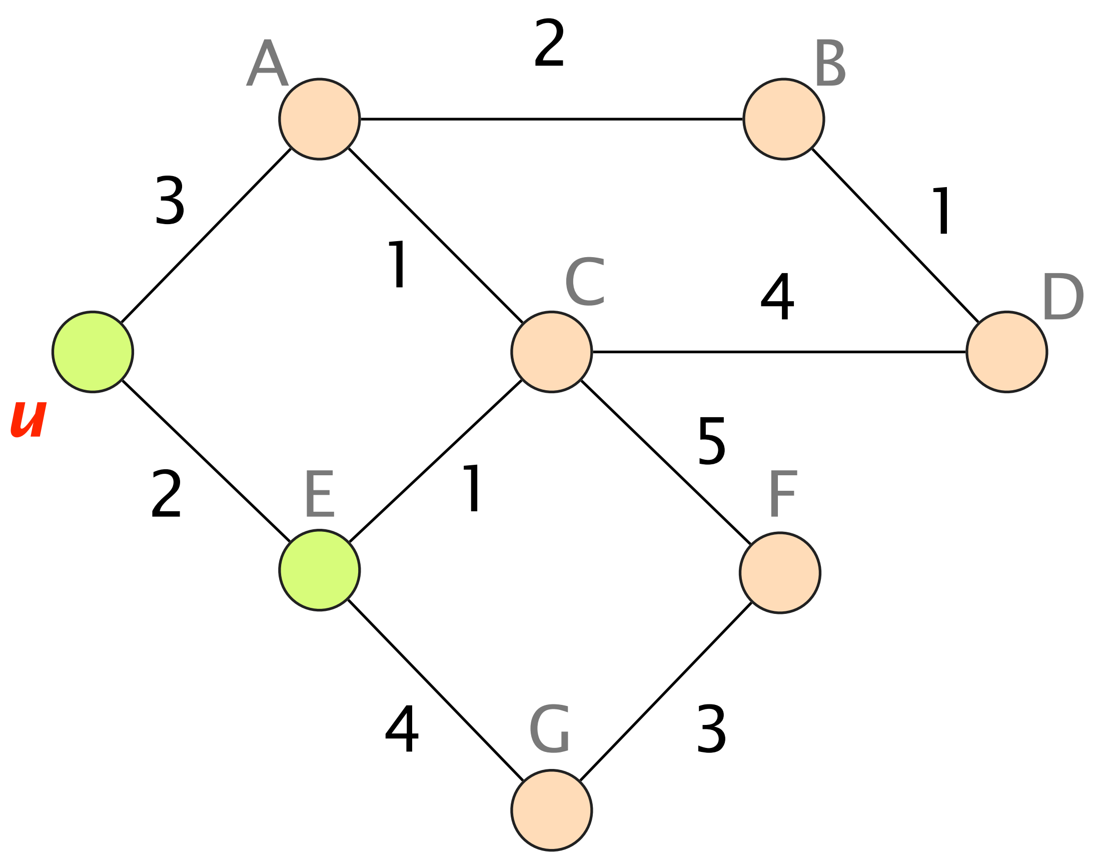
A	3
B	∞
C	∞
D	∞
E	2
F	∞
G	∞



D(.) = S = {u, E}

A	3	
B	∞	
C	3	D(v) = min{∞, 2 + 1}
D	∞	
E	2	
F	∞	
G	6	D(v) = min{∞, 2 + 4}

Now, do it by yourself

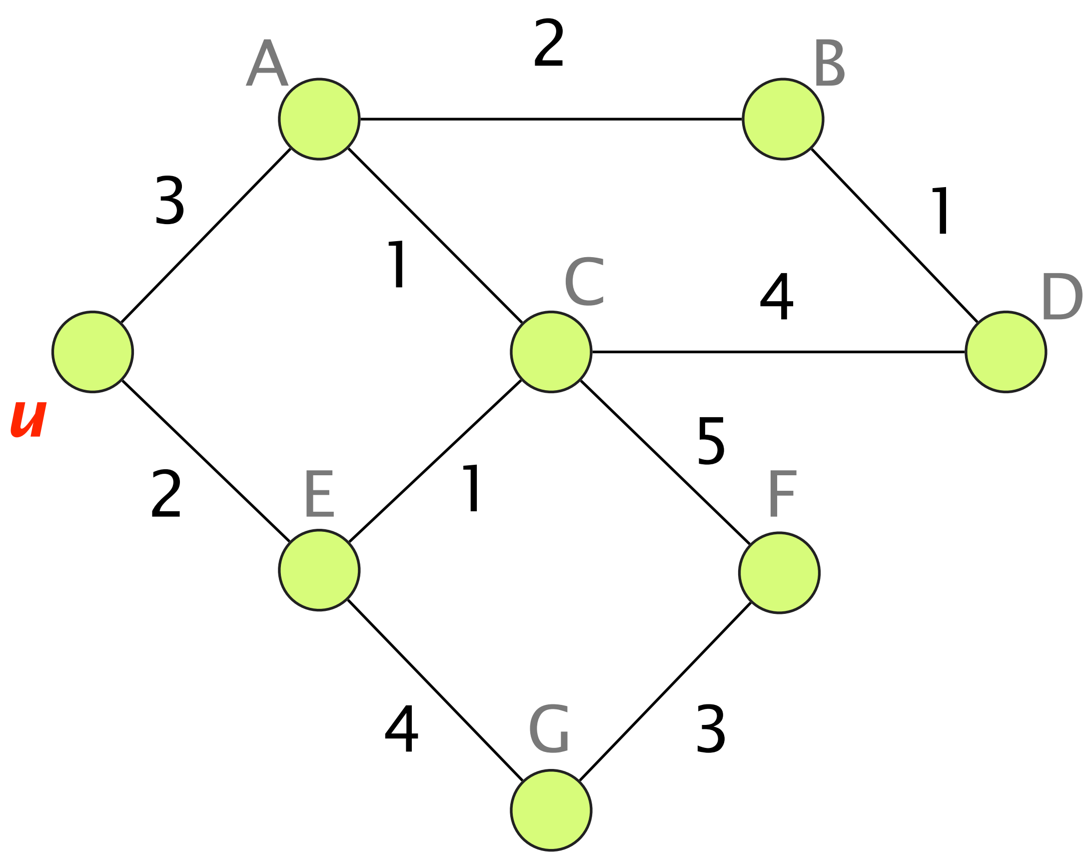


D(.) =

S = {u, E}

A	3
B	∞
C	3
D	∞
E	2
F	∞
G	6

Here is the final state



D(.) =

A	3
B	5
C	3
D	6
E	2
F	8
G	6

S = {u, A, B, C, D, E, F,G}

This algorithm has a O(n^2) complexity

where n is the number of nodes in the graph

iteration #1 — search for minimum through n nodes

iteration #2 — search for minimum through n-1 nodes

iteration n — search for minimum through 1 node

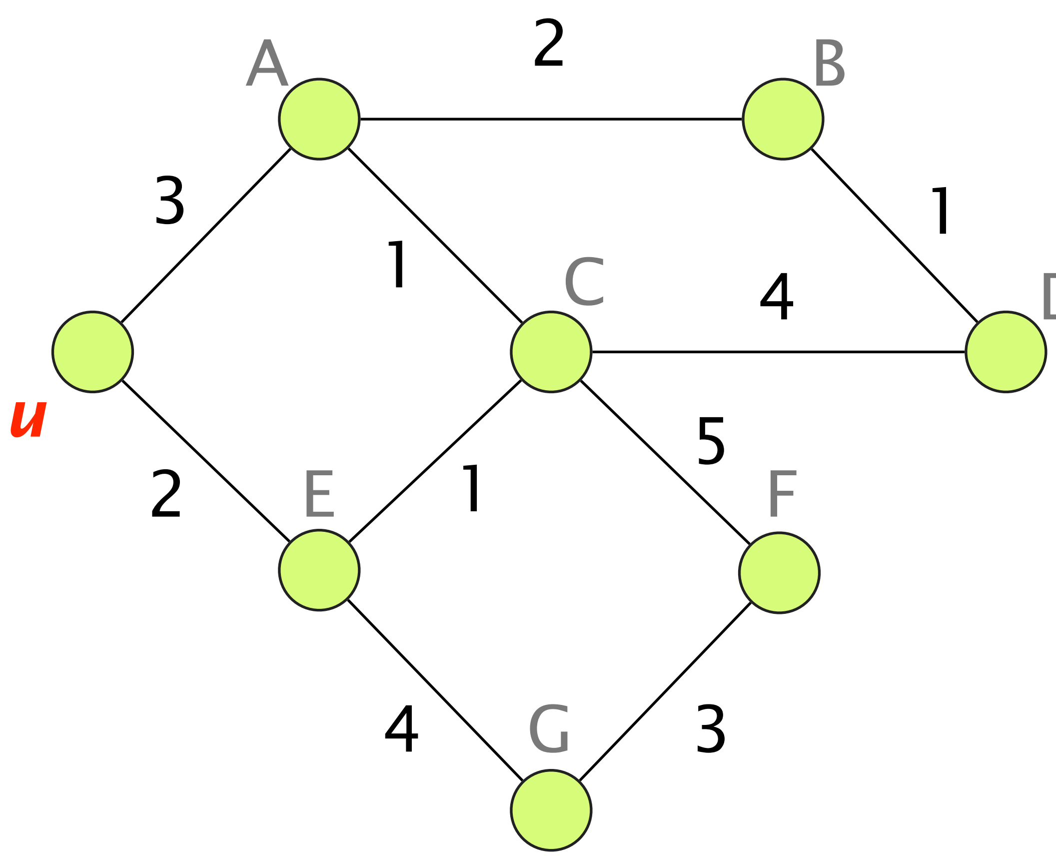
$\frac{n(n+1)}{2}$ operations => O(n^2)

This algorithm has a $O(n^2)$ complexity
where n is the number of nodes in the graph

Better implementations rely on a heap
to find the next node to expand,
bringing down the complexity to $O(n \log n)$

From the shortest-paths,

u can directly compute its forwarding table



Forwarding table

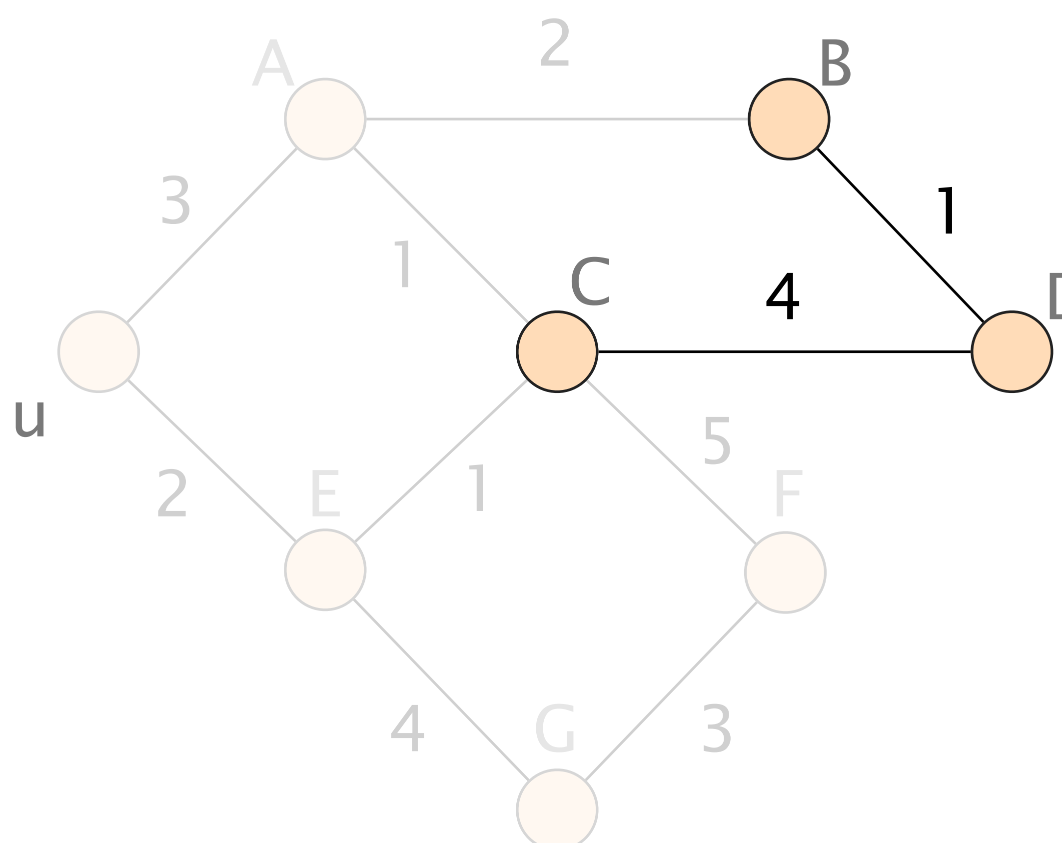
destination	*next-hop*
A	A
B	A
C	E
D	A
E	E
F	E
G	E

To build this global view

routers essentially solve a jigsaw puzzle

Initially,

routers only know **their ID and their neighbors**



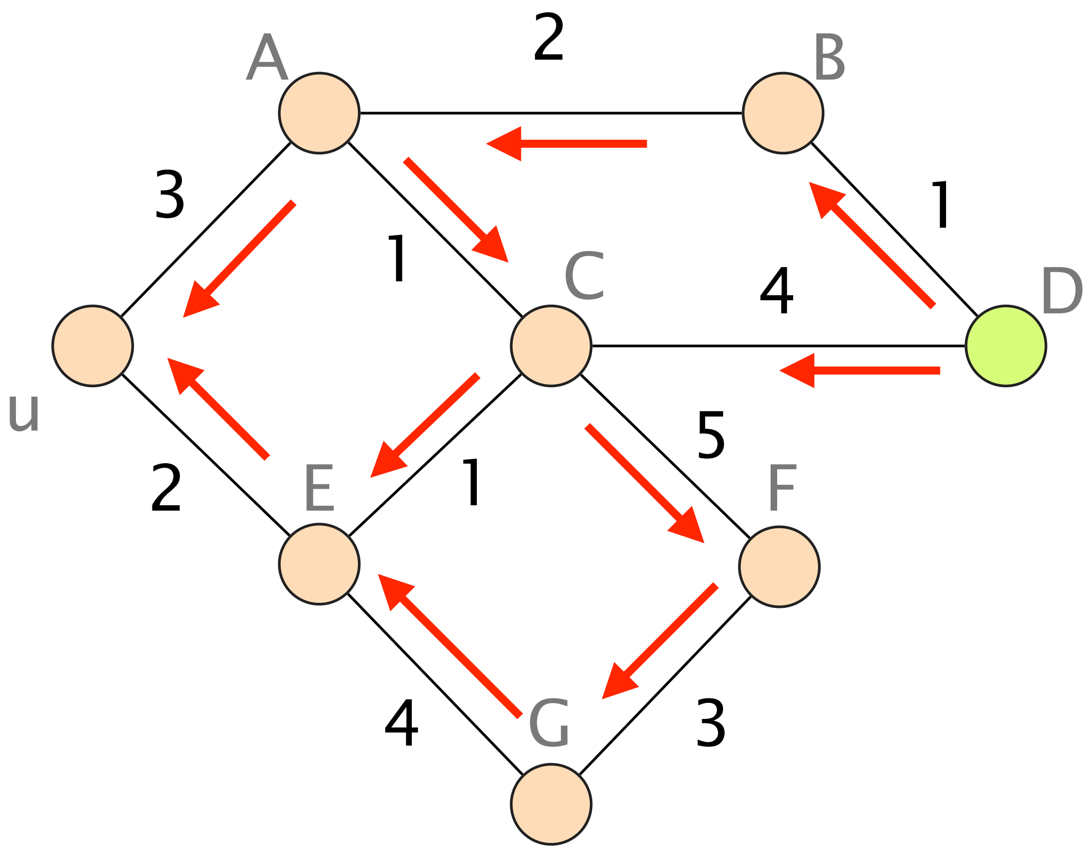
D only knows,

it is connected to B and C

along with the weights to reach them

(by configuration)

Each routers builds a message (known as Link-State) and floods it (reliably) in the entire network



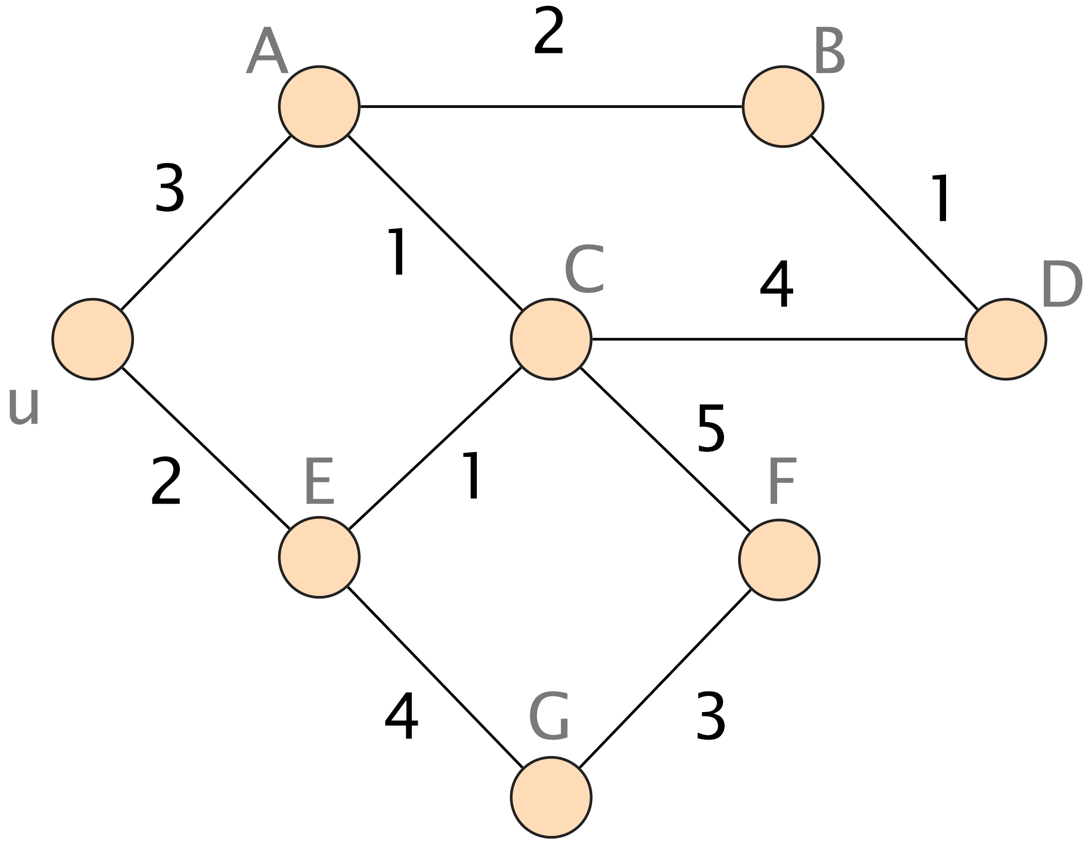
D's Advertisement

edge (D,B); cost: 1

edge (D,C); cost: 4

At the end of the flooding process,
everybody share the exact same view of the network

required for correctness
see exercise



Dijkstra will always converge to a unique stable state when run on *static* weights

cf. exercice session
for the dynamic case

Essentially,
there are three ways to compute valid routing state

	Use tree-like topologies	Spanning-tree
	Rely on a global network view	Link-State SDN
#3	Rely on distributed computation	Distance-Vector BGP

Instead of **locally** compute paths based on the graph,
paths can be computed in a distributed fashion

Let $d_x(y)$ be the cost of the least-cost path known by x to reach y

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Each node bundles these distances into one message (called a vector) that it repeatedly sends to all its neighbors

until convergence

Let $d_x(y)$ be the cost of the least-cost path known by x to reach y

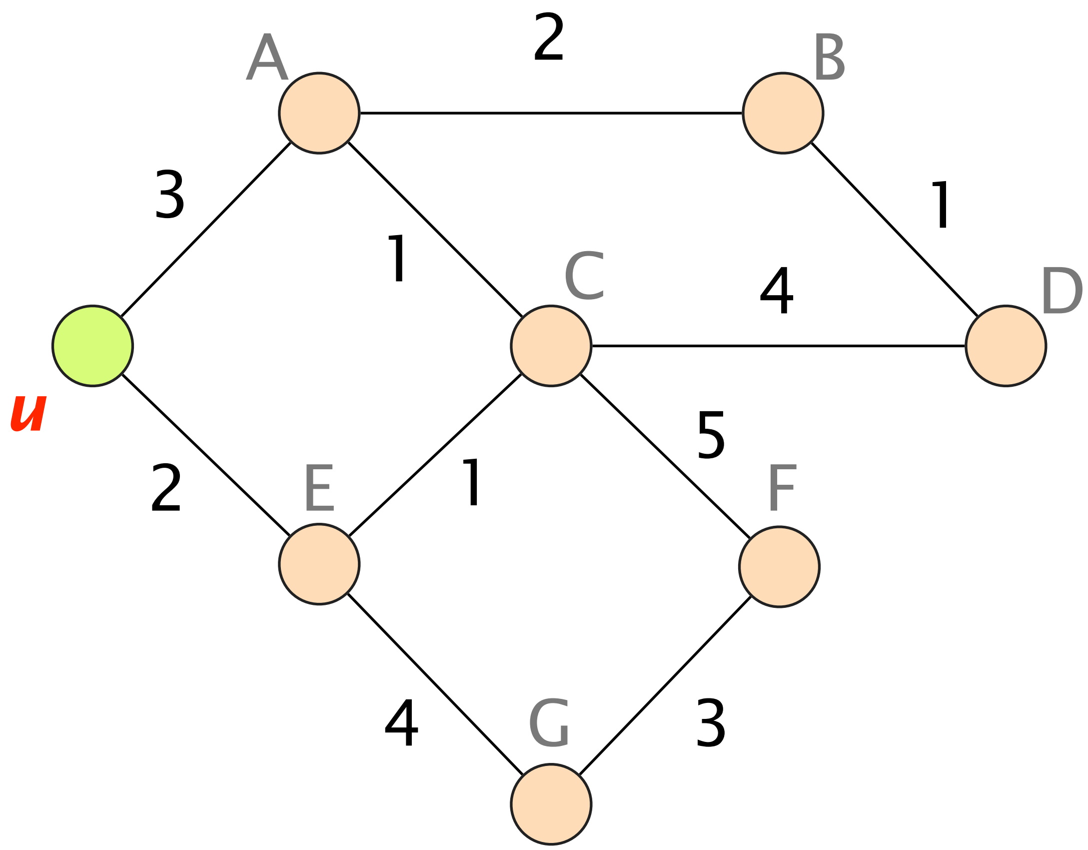
until convergence

Each node bundles these distances into one message (called a vector) that it repeatedly sends to all its neighbors

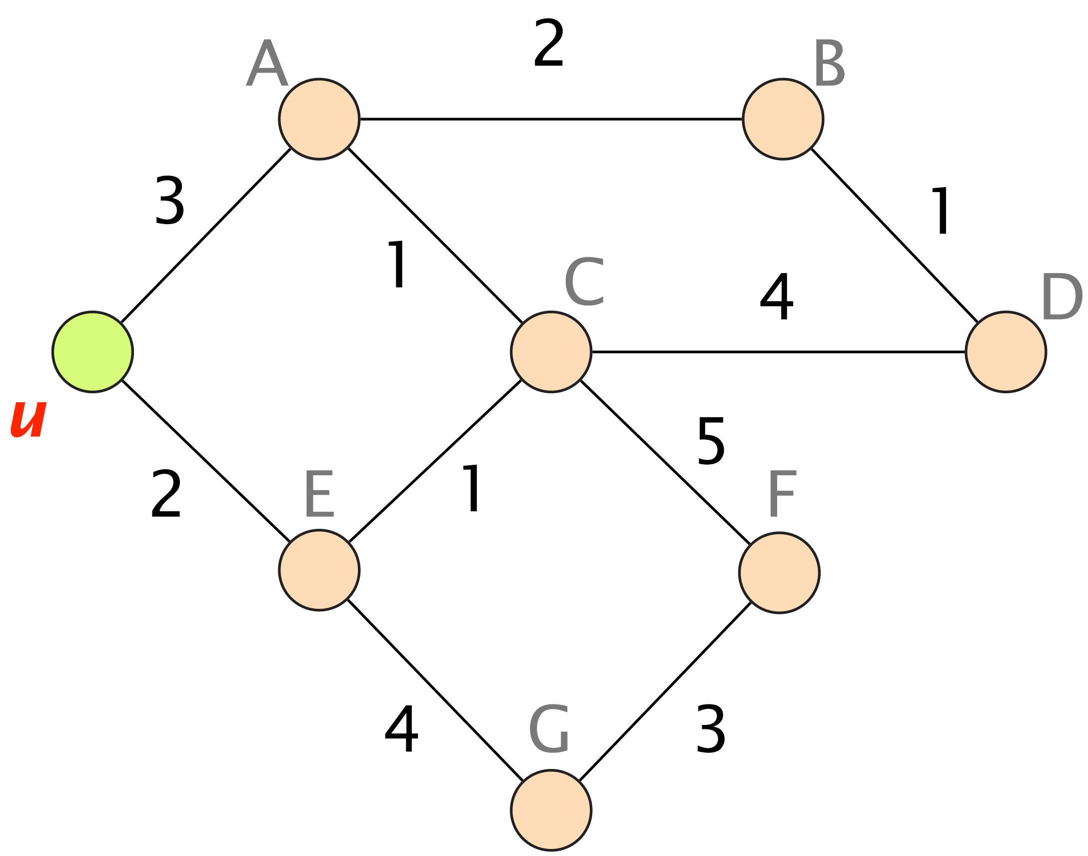
Each node updates its distances based on neighbors' vectors:

$$d_x(y) = \min\{ c(x,v) + d_v(y) \}$$ over all neighbors v

Let’s compute the shortest-path from *u* to D



The values computed by a node *u*
depends on what it learns from its neighbors (A and E)



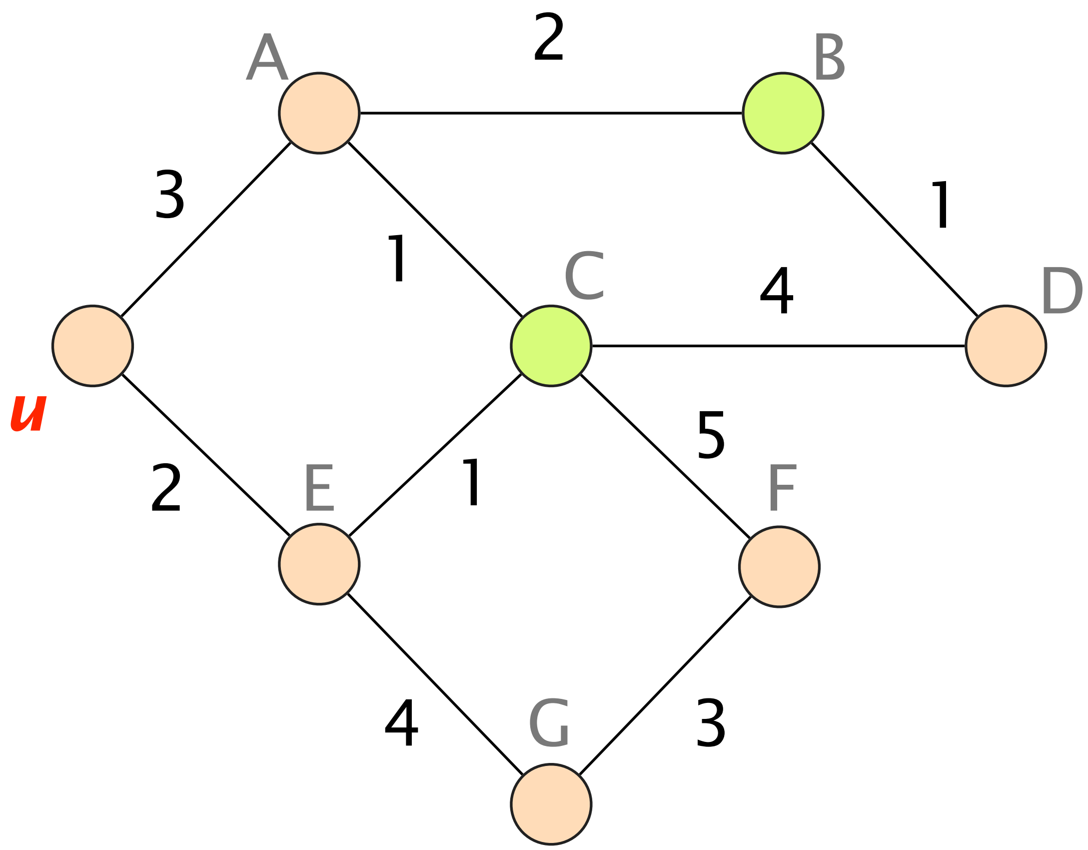
$$d_x(y) = \min\{\, c(x,v) + d_v(y) \,\}$$

over all neighbors *v*

$$d_u(D) = \min\{\, c(u,A) + d_A(D),\; c(u,E) + d_E(D) \,\}$$

To unfold the recursion,

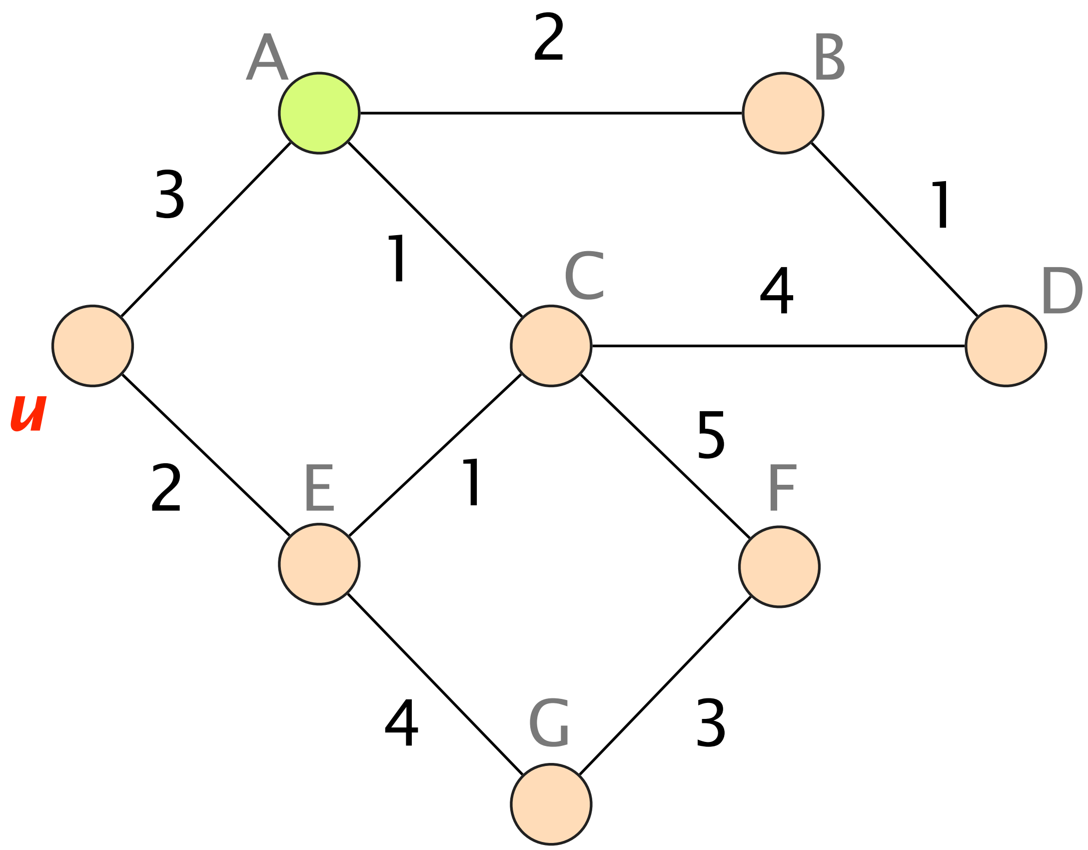
let's start with the direct neighbor of D



$d_B(D) = 1$

$d_C(D) = 4$

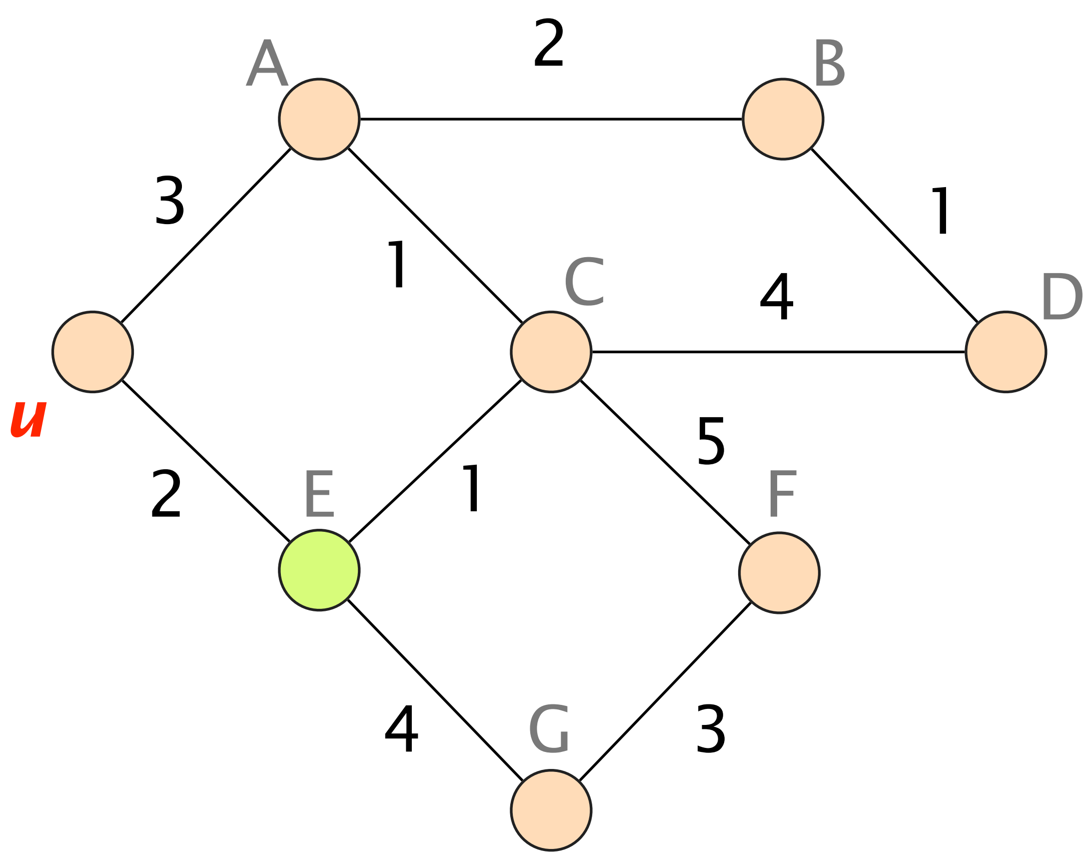
B and C announce their vector to their neighbors, enabling A to compute its shortest-path



$$d_A(D) = \min \{\, 2 + \overbrace{d_B(D)}^{1},\ 1 + \underbrace{d_C(D)}_{4} \,\}$$

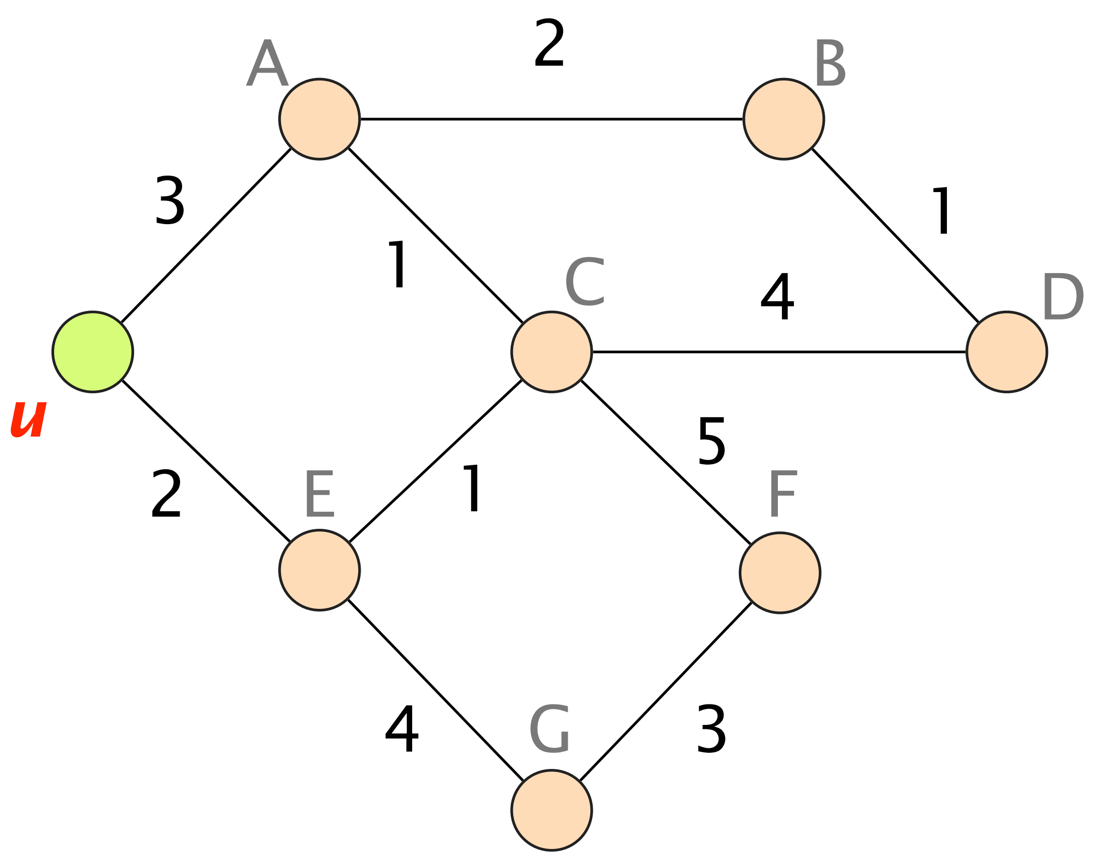
$$= 3$$

As soon as a distance vector changes, each node propagates it to its neighbor



$$
\begin{aligned}
d_E(D) = \min \{ & 1 + d_C(D), \\
& 4 + d_G(D), \\
& 2 + d_u(D) \} \\
= 5 &
\end{aligned}
$$

Eventually, the process converges to the shortest-path distance to each destination



$$d_u(D) = \min \{ 3 + d_A(D), \; 2 + d_E(D) \}$$

$$= 6$$

As before, *u* can directly infer its forwarding table by directing the traffic to the best neighbor

the one which advertised the smallest cost

Evaluating the complexity of DV is harder, we'll get back to that in a couple of weeks

Communication Networks

Spring 2022

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